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SOFTWARE DESIGN DOCUMENT
PVD CSCI (3)

Volume 2 of 2 Appendices

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June, 1991

Prepared by:

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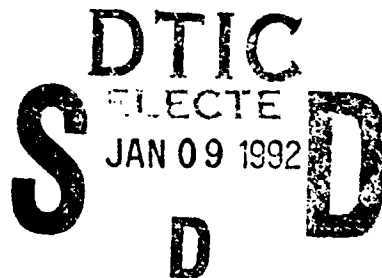**92-00260**

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A Simulation Network (SIMNET) project Software Design Document that describes the Plan View Display (PVD) Computer Software Configuration Item (CSCI number 3) of the SIMNET hardware and software training system for vehicle crew training and operational training.

14. SUBJECT TERMS

SIMNET Software Design Document for the PVD CSCI (CSCI 3).

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APPENDIX A: TYPE NAMES AND WHERE THEY ARE DEFINED

Type Names	Where Defined
C_LEVELS	paint_system.h
COLOR_SYSTEM	paint_system.h
DB_NAMES	environment.h
DETAIL_SYSTEM	dyn_detail.h
DL_Buffer	log_buffer.h
EffDesc	effect_dfn.h
EffectDescPTR	effect_dfn.h
END_PT	overline.h
ENDPT	overlay.h
endpt	overlay.h
EVENT_NAMES[8][18];	menu.h
FQueue	fqueue.h
FQueue_t	fqueue.h
GRAPHICS	paint_system.h
Hash_Entry_t	fqueue.h
hull_seg[HSIZE / 4];	icon_dfn.h:
ICON	icon_dfn.h
icon	icon_dfn.h
ICONPTR;	icon_dfn.h
iFireDesc	firing_dfn.h
iFireDescPTR	firing_dfn.h
ImpactDesc	firing_dfn.h
ImpactDescPTR	firing_dfn.h
MAP_DATA	paint_system.h
MARKED_ITEM	menu.h
MENU	menu.h
MENU_ENTRY	menu.h
menu_group	menu.h
MENU_GRP	menu.h
name_list	menu.h
OFFSET	overline.h
OPTION	option.h
OPTION_BLOCK	option.h
OPTION_REGION	option.h
OVERLAY_TABLE	overtable.h
OVERLINE	overline.h
OVERLINE_TABLE	overline.h
PDU_Buf[maxNetworkPDUSize];	pdu.h
plane_seg[PLANE_SIZE/4];	icon_dfn.h
POINT /*names a struct type*/	v_vis.h
POINT /*names a struct*/;	v_vis.h
POPUP_WINDOWS	pop_window.h
ROUTE	overlay.h
SELECTED_POINTS	select.h
SELECTED_POINTS;	select.h
SELECTED_VEHICLES	select.h
SELECTED_VEHICLES;	select.h
SYMBOL	symbol.h
SYMBOL_TABLE	symbol.h

Type Names	Where Defined
SYMLABEL	symbol.h
SYMPT	controlpt.h
SYMPT_TABLE	controlpt.h
Table_Buffer	new_table.h
Table_Entry	new_table.h
TERRAIN_FEATURES	paint_system.h
turret_seg[HSIZE / 4];	icon_dfn.h
Vehicle_State	world_state.h
XY[2]	icon_dfn.h

APPENDIX B: MACRO FUNCTION NAMES AND WHERE THEY ARE DEFINED

Macro Function Name	Where Defined
BEGIN_ARG_TABLE(name)	libptcomm.h:
BEGIN_MENU(name)	menu.h:
N_BUFPTR()	itab.h:
N_BUFSIZ()	itab.h:
N_GETPTR(i)	itab.h:
N_ISLOCKED(i)	itab.h:
N_ISNEW(i)	itab.h
N_LOCK(i)	itab.h:
N_NUMENTRIES()	itab.h:
N_SETNEW(i)	itab.h:
N_SETOLD(i)	itab.h:
N_SETPTR(i, p)	itab.h:
N_UNLOCK(i)	itab.h:
NET_LOCK(veh_id)	net_macros.h:
NET_UNLOCK (veh_id)	net_macros.h:
ROW(lab_1, lab_2, func_1, func_2, mark1, mark2, ena)	menu.h:
swab(x)	dpremote.h
SWITCH(letter, argcount, function)	libptcomm.h:

APPENDIX C: FUNCTIONS AND CALLING FUNCTIONS BY DIRECTORY AND FILE

The following pages contain a listing that provides, for each function, a list of all functions that call it. This listing applies to the Version 6.6.1 Release of the Plan View Display software.

The organizational structure of the listing is that of a hierarchy. The functions are organized by the directories and files in which they reside. Each top level directory and subdirectory is signified by the word "DIRECTORY:" followed by its directory path. Each of the files is then listed under the lowest subdirectory in which it is contained, and is identified by the word "FILE:" followed by its filename. Each of the functions within each of these file is listed in a similar manner, signified by the word "FUNCTION:" followed by its function name, written as it is when it is called (i.e., with its parameters listed). Finally, for each function, a list of the functions by which it is called, as well as the files where they can be found, is provided below the called function. Each of these calling functions is indicated by "calledBy:" followed by its name and its containing file.

DIRECTORY: ./common/libsrc/libappidc

FILE: app_mem.c
   FUNCTION: mem_assign_other_ptrs()
      calledBy:
         mem_assign_shared_memory in assign_sm.c, (null)
FILE: app_read.c
   FUNCTION: app_open_dev_def_file()
   FUNCTION: app_process_def_file(def)
FILE: init.c
   FUNCTION: idc_array_init()
      calledBy:
         idc_init in init.c, (null)
   FUNCTION: idc_get_num_idcs()
      calledBy:
         idc_choose_fifo in choose_fifo.c, (null)
         idc_open_port in i_opn_port.c, IFDEF _GT_
         idc_simul in i_simul.c, IFNDEF SIMBFLY
         idc_fifo_init in init.c, (null)
         idc_fifo_uninit in init.c, (null)
         idc_reset_output in init.c, (null)
   FUNCTION: idc_veh_spec_init()
      calledBy:
         idc_init in init.c, (null)

DIRECTORY: ./common/libsrc/libassoc

FILE: address.c
   FUNCTION: AssocGetSimAddress(handle, simAddress)
      calledBy:
         PointToPointOpen in init.c, (null)
         fill_in_pdu_static_info in features.c, (null)
FILE: aggregate.c
   FUNCTION: AssocSendAggregate(handle, data, length, group, protocol, timer,
        threshold)
      calledBy:
         AssocTickAssocLayer in tick.c, (null)
FILE: block.c
   FUNCTION: AssocWaitForPDU(handle, data, length, group, protocol, primitive,
        originator, transID, respondent)
FILE: bucket.c
   FUNCTION: AssocAddToBucket(td, map, mask)
      calledBy:
         AssocAddTransaction in origin.c, (null)
         AssocCacheResponse in respondent.c, (null)
   FUNCTION: AssocDeleteFromBucket(td, map, mask)
      calledBy:
         AssocDeleteTransaction in origin.c, (null)
         AssocDeleteCachedResponse in respondent.c, (null)
   FUNCTION: AssocBucketLookup(who, tid, map, mask)
      calledBy:
         AssocFindTransaction in origin.c, (null)
         AssocFindResponse in respondent.c, (null)

FILE: close.c
   FUNCTION: AssocClose(handle)
FILE: error.c
   FUNCTION: AssocError()
      calledBy:
         send_feature in features.c, (null)
         deactivate_feature in features.c, (null)
         init_virtual_net in virtual_net.c, (null)
FILE: family.c
   FUNCTION: AssocSetProtocolFamily(handle, family)
FILE: free_list.c
   FUNCTION: AssocCreateFreeList(handle)
      calledBy:
         AssocOpen in open.c, (null)
         AssocAttach in open.c, (null)
   FUNCTION: AssocGrowFreeList(handle)
      calledBy:
         AssocGetDescriptor in free_list.c, (null)
   FUNCTION: AssocGetDescriptor(handle)
      calledBy:
         AssocSendTransact in transact.c, (null)
         AssocSendResponse in transact.c, (null)
   FUNCTION: AssocFreeDescriptor(handle, td)
      calledBy:
         AssocDeleteTransaction in origin.c, (null)
         AssocDeleteCachedResponse in respondent.c, (null)
         AssocSendTransact in transact.c, (null)
         AssocSendResponse in transact.c, (null)
FILE: mask.c
   FUNCTION: AssocSetSendMask(handle, mask)
   FUNCTION: AssocSetRspMask(handle, mask)
   FUNCTION: AssocGetRspMask(handle, mask)
FILE: open.c
   FUNCTION: AssocOpen(device, assocDef)
      calledBy:
         PointToPointOpen in init.c, (null)
   FUNCTION: AssocAttach(device, assocDef)
   FUNCTION: SetChannelDefaults(handle)
      calledBy:
         AssocOpen in open.c, (null)
         AssocAttach in open.c, (null)
FILE: origin.c
   FUNCTION: AssocInitTransactions(handle)
      calledBy:
         AssocOpen in open.c, (null)
         AssocAttach in open.c, (null)
   FUNCTION: AssocAddTransaction(handle, td, callback, cparam, timeout, tparam)
      calledBy:
         AssocSendTransact in transact.c, (null)
   FUNCTION: AssocDeleteTransaction(handle, td)
      calledBy:
         AssocProcessResponsePDU in proc_rsp.c, (null)
         UpdateTransactions in tick.c, (null)
   FUNCTION: AssocFindTransaction(handle, tid)

```
            calledBy:
                AssocProcessResponsePDU in proc_rsp.c, (null)
        FUNCTION: AssocRescheduleTransaction(handle, td)
            calledBy:
                UpdateTransactions in tick.c, (null)
FILE: params.c
        FUNCTION: upshift(str)
            calledBy:
                AssocReadParams in params.c, (null)
                ProcessProtocolFamily in params.c, (null)
        FUNCTION: AssocReadParams(handle, assocDef)
            calledBy:
                AssocOpen in open.c, (null)
                AssocAttach in open.c, (null)
        FUNCTION: ProcessSite(channel, tokPtr)
        FUNCTION: ProcessHost(channel, tokPtr)
        FUNCTION: ProcessMaxSubscriptions(channel, tokPtr)
        FUNCTION: ProcessInitDescriptors(channel, tokPtr)
        FUNCTION: ProcessAddlDescriptors(channel, tokPtr)
        FUNCTION: ProcessProtocolFamily(channel, tokPtr)
FILE: proc_dgram.c
        FUNCTION: AssocProcessDatagramPDU(apdu, data, length, group, protocol,
                primitive, originator)
FILE: proc_req.c
        FUNCTION: AssocProcessRequestPDU(handle, apdu, data, length, group, protocol,
                primitive, originator, transID, respondent, rc)
            calledBy:
                AssocWaitForPDU in block.c, (null)
                AssocReceiveAssocPDU in raw.c, (null)
                AssocReceivePDU in receive.c, (null)
FILE: proc_rsp.c
        FUNCTION: AssocProcessResponsePDU(handle, apdu, data, length, group,
                protocol, primitive, originator, transID, respondent, rc)
            calledBy:
                AssocWaitForPDU in block.c, (null)
                AssocReceiveAssocPDU in raw.c, (null)
                AssocReceivePDU in receive.c, (null)
FILE: raw.c
        FUNCTION: AssocReceiveAssocPDU(handle, data, length, primitive)
FILE: receive.c
        FUNCTION: AssocReceivePDU(handle, data, length, group, protocol, primitive,
                originator, transID, respondent)
            calledBy:
                PointToPointReceivePDU in receive.c, (null)
FILE: respondent.c
        FUNCTION: AssocInitResponses(handle)
            calledBy:
                AssocOpen in open.c, (null)
                AssocAttach in open.c, (null)
        FUNCTION: AssocCacheResponse(handle, rd)
            calledBy:
                AssocSendResponse in transact.c, (null)
        FUNCTION: AssocDeleteCachedResponse(handle, rd)
            calledBy:
```

AssocTimeOutOldResponses in respondent.c, (null)
FUNCTION: AssocTimeOutOldResponses(handle)
    calledBy:
        AssocGetDescriptor in free_list.c, (null)
        AssocTickAssocLayer in tick.c, (null)
FUNCTION: AssocFindResponse(handle, originator, tid)
    calledBy:
        AssocProcessRequestPDU in proc_req.c, (null)
FILE: send.c
    FUNCTION: AssocSendDatagram(handle, data, length, group, protocol)
        calledBy:
            logger_available in lg_avail.c, (null)
            send_logger_command in lg_command.c, (null)
            logger_connect in lg_connect.c, (null)
            logger_disconnect in lg_connect.c, (null)
            PointToPointSendPDU in send.c, (null)
            send_feature in features.c, (null)
            deactivate_feature in features.c, (null)
            send_event_flag in place.c, (null)
            send_rtc in pvdrtc.c, (null)
    FUNCTION: AssocPadBuffer(apdu, bufferLength)
        calledBy:
            AssocSendAggregate in aggregate.c, (null)
            AssocSendDatagram in send.c, (null)
            AssocSendTransact in transact.c, (null)
            AssocSendResponse in transact.c, (null)
FILE: strtok.c
    FUNCTION: strtok(*operand, set*)
        calledBy:
            AssocReadParams in params.c, (null)
FILE: subscribe.c
    FUNCTION: AssocSubscribeWithMask(handle, group, protocol, mask)
        calledBy:
            AssocSubscribe in subscribe.c, (null)
    FUNCTION: AssocUnsubscribeWithMask(handle, group, protocol, mask)
        calledBy:
            AssocClose in close.c, (null)
            AssocUnsubscribe in subscribe.c, (null)
    FUNCTION: AssocCreateMCAWithMask(group, protocol, address, mask)
        calledBy:
            AssocSendAggregate in aggregate.c, (null)
            AssocSendDatagram in send.c, (null)
            AssocSubscribeWithMask in subscribe.c, (null)
            AssocUnsubscribeWithMask in subscribe.c, (null)
            AssocCreateMCA in subscribe.c, (null)
            AssocSendTransact in transact.c, (null)
            AssocSendResponse in transact.c, (null)
    FUNCTION: AssocCreateMCA(group, protocol, address)
    FUNCTION: AddSubscription(handle, group, protocol, mask)
        calledBy:
            AssocSubscribeWithMask in subscribe.c, (null)
    FUNCTION: DeleteSubscription(handle, group, protocol, mask)
        calledBy:
            AssocUnsubscribeWithMask in subscribe.c, (null)

FUNCTION: AssocCurrentlySubscribedWithMask(handle, group, protocol, mask)
    calledBy:
        A   urrentlySubscribed in subscribe.c, (null)
FUNCTION.   ocSubscribe(handle, group, protocol)
    calledBy:
        PointToPointOpen in init.c, (null)
        main in pvd.c, (null)
        init_text_exercises in pvd_misc.c, (null)
        set_exercise in pvd_misc.c, (null)
FUNCTION: AssocUnsubscribe(handle, group, protocol)
    calledBy:
        set_exercise in pvd_misc.c, (null)
FUNCTION: AssocCurrentlySubscribed(handle, group, protocol)
    calledBy:
        PointToPointReceivePDU in receive.c, (null)
FILE: tick.c
FUNCTION: AssocTickAssocLayer(handle)
FUNCTION: UpdateTransactions(handle)
    calledBy:
        AssocTickAssocLayer in tick.c, (null)
FILE: time_list.c
FUNCTION: AssocAddToStartOfTimeList(td, startTimeList, endTimeList)
FUNCTION: AssocAddToEndOfTimeList(td, startTimeList, endTimeList)
    calledBy:
        AssocAddTransaction in origin.c, (null)
        AssocCacheResponse in respondent.c, (null)
FUNCTION: AssocDeleteFromTimeList(td, startTimeList, endTimeList)
    calledBy:
        AssocDeleteTransaction in origin.c, (null)
        AssocDeleteCachedResponse in respondent.c, (null)
FUNCTION: AssocMoveToEndOfTimeList(td, startTimeList, endTimeList)
    calledBy:
        AssocRescheduleTransaction in origin.c, (null)
FILE: transact.c
FUNCTION: AssocSendTransact(handle, data, length, group, protocol, respondent,
        callback, cparam, timeout, tparam)
    calledBy:
        activate_vehicle in activate.c, (null)
        deactivate_vehicle in activate.c, (null)
FUNCTION: AssocSendResponse(handle, data, length, group, protocol, originator,
        tid, cacheResponse)
FILE: who.c
FUNCTION: AssocGetLastAddress(handle, who)

DIRECTORY: ./common/libsrc/libbbd

FILE: attach.c
FUNCTION: bbd_attach()
    calledBy:
        main in bbdtest.c, (null)
        bbd_init in init.c, (null)
FILE: bbdtest.c
FUNCTION: main(argc, argv)
FILE: bit_in.c

      FUNCTION: bbd_bit_in(bitnum)
FILE: bit_out.c
      FUNCTION: bbd_bit_out(bitnum, val)
         calledBy:
            bbd_uninit in uninit.c, (null)
FILE: byte_in.c
      FUNCTION: bbd_byte_in(portnum)
         calledBy:
            main in bbdtest.c, (null)
FILE: byte_out.c
      FUNCTION: bbd_byte_out(portnum, val)
         calledBy:
            main in bbdtest.c, IFDEF notdef
            bbd_init in init.c, IFDEF SIMBFLY
            bbd_init in init.c, IFDEF MASSCOMP
            bbd_init in init.c, IFDEF _GT_
FILE: control_in.c
      FUNCTION: bbd_control_in()
         calledBy:
            main in bbdtest.c, (null)
FILE: control_out.c
      FUNCTION: bbd_control_out(val)
         calledBy:
            main in bbdtest.c, (null)
            bbd_init in init.c, IFDEF SIMBFLY
            bbd_init in init.c, IFDEF MASSCOMP
            bbd_init in init.c, IFDEF _GT_
            *bbd_uninit in uninit.c, IFDEF _GT_*
            bbd_uninit in uninit.c, IFNDEF _GT_
FILE: data.c
FILE: detach.c
      FUNCTION: bbd_detach()
         calledBy:
            main in bbdtest.c, (null)
            bbd_uninit in uninit.c, (null)
FILE: init.c
      FUNCTION: bbd_signal_handler()
      FUNCTION: bbd_init(p)
         calledBy:
            main in bbdtest.c, (null)
FILE: statistics.c
      FUNCTION: bbd_rtc_statistics(reset)
         calledBy:
            bbd_uninit in uninit.c, (null)
FILE: status.c
      FUNCTION: status_out(stat)
         calledBy:
            main in bbdtest.c, (null)
FILE: uninit.c
      FUNCTION: bbd_uninit()

DIRECTORY: ./common/libsrc/libchannel

FILE: chchanbuf.c

FUNCTION: AllocChannelBuffer()
    calledBy:
        SendDr11Channel in chdr11.c, IFDEF _GT_
        BufferDisassemble in chutil.c, IFDEF _GT_
FUNCTION: FreeChannelBuffer(buf)
    calledBy:
        RecvDr11Channel in chdr11.c, IFDEF _GT_
        BufferAssemble in chutil.c, IFDEF _GT_
FILE: chchannel.c
    FUNCTION: AllocChannel()
        calledBy:
            ChannelOpen in chinterface.c, (null)
    FUNCTION: FreeChannel(channel)
        calledBy:
            ChannelOpen in chinterface.c, (null)
            ChannelClose in chinterface.c, (null)
    FUNCTION: GetChannel(channelID)
        calledBy:
            ChannelClose in chinterface.c, (null)
            ChannelSend in chinterface.c, (null)
            ChannelReceive in chinterface.c, (null)
            ChannelSetToAddr in chinterface.c, (null)
            ChannelGetFromAddr in chinterface.c, (null)
            ChannelGetSlaveAddr in chinterface.c, (null)
    FUNCTION: LinkChannel(channel)
        calledBy:
            ChannelOpen in chinterface.c, (null)
    FUNCTION: UnlinkChannel(channel)
        calledBy:
            ChannelClose in chinterface.c, (null)
FILE: chdr11.c
    FUNCTION: OpenDr11Channel(channel, channelPars)
        calledBy:
            ChannelOpen in chinterface.c, (null)
    FUNCTION: SendDr11Channel(channel, buf, byteCount)
    FUNCTION: RecvDr11Channel(channel, buf, byteCount)
    FUNCTION: CloseDr11Channel(channel)
    FUNCTION: ParseDr11InitString(s, channelPars)
        calledBy:
            ParseInitString in chutil.c, (null)
    FUNCTION: ChannelDr11Server()
    FUNCTION: GetDr11FromAddr(channel, channelAddr)
    FUNCTION: SetDr11ToAddr(channel, channelAddr)
    FUNCTION: GetDr11SlaveAddr(channel, channelAddr)
FILE: chenet.c
    FUNCTION: OpenEnetChannel(channel, channelPars)
        calledBy:
            ChannelOpen in chinterface.c, (null)
    FUNCTION: SendEnetChannel(channel, buf, byteCount)
    FUNCTION: RecvEnetChannel(channel, buf, byteCount)
    FUNCTION: CloseEnetChannel(channel)
    FUNCTION: ParseEnetInitString(s, channelPars)
        calledBy:
            ParseInitString in chutil.c, (null)

FUNCTION: GetEnetFromAddr(channel, channelAddr)
FUNCTION: SetEnetToAddr(channel, channelAddr)
FUNCTION: GetEnetSlaveAddr(channel, channelAddr)
FILE: chinterface.c
    FUNCTION: ChannelOpen(master, initString)
        calledBy:
            IntervisibilityInit in ivcommon.c, (null)
    FUNCTION: ChannelClose(channelID)
        calledBy:
            IntervisibilityUnInit in ivcommon.c, (null)
    FUNCTION: ChannelSend(channelID, sendBuf, sendBufSize)
        calledBy:
            IntervisibilityNoopRequest in ivclient.c, (null)
            IntervisibilitySimpleRequest in ivclient.c, (null)
            IntervisibilityInterVehicleRequest in ivclient.c, (null)
            IntervisibilityNoopResponse in ivserver.c, (null)
            IntervisibilitySimpleResponse in ivserver.c, (null)
            IntervisibilityInterVehicleResponse in ivserver.c, (null)
    FUNCTION: ChannelReceive(channelID, recvBuf, recvSize)
        calledBy:
            IntervisibilityResponseCheck in ivclient.c, (null)
            IntervisibilityRequestCheck in ivserver.c, (null)
    FUNCTION: ChannelSetToAddr(channelID, channelAddr)
        calledBy:
            IntervisibilityInit in ivcommon.c, (null)
            IntervisibilityNoopResponse in ivserver.c, (null)
            IntervisibilitySimpleResponse in ivserver.c, (null)
            IntervisibilityInterVehicleResponse in ivserver.c, (null)
    FUNCTION: ChannelGetFromAddr(channelID, channelAddr)
        calledBy:
            IntervisibilityRequestCheck in ivserver.c, (null)
    FUNCTION: ChannelGetSlaveAddr(channelID, channelAddr)
        calledBy:
            IntervisibilityInit in ivcommon.c, (null)
    FUNCTION: ChannelPush()
        calledBy:
            IntervisibilitySynchronize in ivclient.c, (null)
            main in ivclient.c, (null)
    FUNCTION: ChannelPull()
        calledBy:
            IntervisibilitySynchronize in ivclient.c, (null)
            main in ivclient.c, (null)
FILE: chmem.c
    FUNCTION: OpenMemChannel(channel, channelPars)
        calledBy:
            ChannelOpen in chinterface.c, (null)
    FUNCTION: SendMemChannel(channel, buf, byteCount)
    FUNCTION: RecvMemChannel(channel, buf, byteCount)
    FUNCTION: CloseMemChannel(channel)
    FUNCTION: ParseMemInitString(s, channelPars)
        calledBy:
            ParseInitString in chutil.c, (null)
FILE: chmsgq.c
    FUNCTION: OpenMsgQChannel(channel, channelPars)

```
          calledBy:
                 ChannelOpen in chinterface.c, (null)
     FUNCTION: SendMsgQChannel(channel, buf, byteCount)
     FUNCTION: RecvMsgQChannel(channel, buf, byteCount)
     FUNCTION: CloseMsgQChannel(channel)
     FUNCTION: ParseMsgQInitString(s, channelPars)
          calledBy:
                 ParseInitString in chutil.c, (null)
     FUNCTION: GetMsgqFromAddr(channel, channelAddr)
     FUNCTION: SetMsgqToAddr(channel, channelAddr)
     FUNCTION: GetMsgqSlaveAddr(channel, channelAddr)
FILE: chutil.c
     FUNCTION: ParseInitString(initString, channelPars)
          calledBy:
                 ChannelOpen in chinterface.c, (null)
     FUNCTION: BufferDisassemble(qid, curBufPtr, byteCount)
          calledBy:
                 ChannelDr11Server in chdr11.c, IFDEF _GT_
                 ChannelPull in chinterface.c, IFDEF _GT_
     FUNCTION: BufferAssemble(qid, curBufPtr, bufSize)
          calledBy:
                 ChannelDr11Server in chdr11.c, IFDEF _GT_
                 ChannelPush in chinterface.c, IFDEF _GT_
```

DIRECTORY: ./common/libsrc/libcif

```
FILE: connect.c
     FUNCTION: cif_connect(his_interface, send_buf, send_buf_size, receive_buf_size,
          wait)
FILE: data.c
FILE: disconnect.c
     FUNCTION: cif_disconnect(his_interface, wait)
          calledBy:
                 cif_receive in receive.c, IFDEF BF_PLUS
                 cif_send in send.c, IFDEF BF_PLUS
                 cif_uninit in uninit.c, IFDEF BF_PLUS
                 cif_uninit in uninit.c, IFDEF MASSCOMP_MACHINE
                 cif_uninit in uninit.c, IFDEF _GT_
FILE: init.c
     FUNCTION: cif_init(interface)
FILE: parse.c
     FUNCTION: parse_cif_definition(filename, n, readp, writep)
          calledBy:
                 cif_init in init.c, IFDEF MASSCOMP_MACHINE
FILE: receive.c
     FUNCTION: cif_receive(his_interface, pbuf, size, wait)
     FUNCTION: dr11_receive(ptable, pbuf, size, wait)
          calledBy:
                 cif_receive in receive.c, IFDEF BF_PLUS
                 cif_receive in receive.c, IFDEF MASSCOMP_MACHINE
FILE: send.c
     FUNCTION: cif_send(his_interface, buf, size, wait)
     FUNCTION: dr11_send(ptable, buf, size, wait)
          calledBy:
```

cif_send in send.c, IFDEF BF_PLUS
cif_send in send.c, IFDEF MASSCOMP_MACHINE

FILE: uninit.c
    FUNCTION: cif_uninit()

DIRECTORY: ./common/libsrc/libclparse

FILE: parse.c
    FUNCTION: clparse(argc, argv, sw, number_of_switches, argptrs, argmax, argreq,
        arghelp)
        calledBy:
            main in extst2.c, (null)
            main in ivclient.c, (null)
            main in ivsvr.c, (null)
            main in netcon.c, (null)
            main in netxr.c, (null)
            main in tfx.c, (null)

FILE: usage.c
    FUNCTION: clusage(program, sw, number_of_switches, arghelp)
        calledBy:
            clparse in parse.c, (null)
            main in netxr.c, (null)
            main in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)

DIRECTORY: ./common/libsrc/libdtad

FILE: ain.c
    FUNCTION: ain(channel)
        calledBy:
            current_minus12 in cur_minus12.c, (null)
            current_plus12 in cur_plus12.c, (null)
            current_plus5 in cur_plus5.c, (null)
            current_temperature in cur_temp.c, (null)

FILE: attach.c
    FUNCTION: dtad_attach()
        calledBy:
            dtad_init in init.c, (null)

FILE: cur_minus12.c
    FUNCTION: current_minus12()

FILE: cur_plus12.c
    FUNCTION: current_plus12()

FILE: cur_plus5.c
    FUNCTION: current_plus5()

FILE: cur_temp.c
    FUNCTION: current_temperature()

FILE: data.c

FILE: detach.c
    FUNCTION: dtad_detach()
        calledBy:
            dtad_uninit in uninit.c, (null)

FILE: init.c
    FUNCTION: dtad_signal_handler()
    FUNCTION: dtad_init()

FILE: uninit.c
    FUNCTION: dtad_uninit()

DIRECTORY: ./common/libsrc/libex

FILE: checksum.c
    FUNCTION: ExHeaderChecksum(hdr)
        calledBy:
            ExRecvEx in recv.c, (null)
            ExSendEx in send.c, (null)
    FUNCTION: FragHeaderChecksum(hdr)
        calledBy:
            ReassEx in reass.c, (null)
            SendBuffer in srbuf.c, (null)
FILE: data.c
FILE: error.c
    FUNCTION: ExError(number, str)
        calledBy:
            main in extst2.c, (null)
            do_exchanges in extst2.c, (null)
FILE: getchanhan.c
    FUNCTION: GetChannelHandle()
        calledBy:
            ExSubscribe in subscribe.c, (null)
FILE: hantochan.c
    FUNCTION: HandleToChannel(h)
        calledBy:
            ExRecv in recv.c, (null)
            ExSend in send.c, (null)
            ExStatsGet in stats.c, (null)
            ExStatsPrint in stats.c, (null)
            ExStatsZero in stats.c, (null)
FILE: makegroup.c
    FUNCTION: ExMakeGroup(str, type, group)
    FUNCTION: ExMakeGroupFromString(str, type, group)
        calledBy:
            ExMakeGroup in makegroup.c, (null)
            main in extst2.c, (null)
    FUNCTION: ExMakeGroupFromSiteAndHost(site, host, type, group)
        calledBy:
            main in extst2.c, (null)
    FUNCTION: ExMakeGroupFromNetworkAddress(addr, type, group)
    FUNCTION: ExGroupPrint(group, indent)
        calledBy:
            ExitGracefully in extst2.c, (null)
FILE: reass.c
    FUNCTION: ReassEx(channel, recvBuf, recvLen)
    FUNCTION: ReassFrasca(channel, recvBuf, recvLen)
    FUNCTION: CurrentReassemblyBuffer(channel)
        calledBy:
            ReassEx in reass.c, (null)
            ReassFrasca in reass.c, (null)
    FUNCTION: NextReassemblyBuffer(channel)
        calledBy:

              ReassEx in reass.c, (null)
              ReassFrasca in reass.c, (null)
      FUNCTION: PassReassembledBuffer(channel, buf, length)
          calledBy:
              ReassEx in reass.c, (null)
              ReassFrasca in reass.c, (null)
FILE: recv.c
    FUNCTION: ExRecv(h, buf, len, flags)
        calledBy:
            main in extst.c, (null)
            do_exchanges in extst2.c, (null)
    FUNCTION: ExRecvFrasca(channel, buf, len, flags)
    FUNCTION: ExRecvEx(channel, buf, len, flags)
FILE: route.c
    FUNCTION: RouteToExChannel(channel, to, from, type)
    FUNCTION: RouteToFrascaChannel(channel, to, from, type)
FILE: send.c
    FUNCTION: ExSend(h, buf, len, flags)
        calledBy:
            main in extst.c, (null)
            do_exchanges in extst2.c, (null)
    FUNCTION: ExSendFrasca(channel, buf, len, flags)
    FUNCTION: ExSendEx(channel, buf, len, flags)
FILE: srbuf.c
    FUNCTION: RecvBuffer(recvChannel, flags)
        calledBy:
            ExRecvFrasca in recv.c, (null)
            ExRecvEx in recv.c, (null)
    FUNCTION: SendBuffer(channel, packet, totalChunks, flags)
        calledBy:
            ExSendEx in send.c, (null)
FILE: stats.c
    FUNCTION: ExStatsGet(h, stats)
    FUNCTION: ExStatsPrint(h, indent)
        calledBy:
            ExitGracefully in extst2.c, (null)
    FUNCTION: ExStatsZero(h, stats)
FILE: subscribe.c
    FUNCTION: ExSubscribe(interface, group, flags)
        calledBy:
            main in extst.c, IFDEF _GT_
            main in extst.c, IFNDEF _GT_
            main in extst2.c, (null)
FILE: unsubscribe.c
    FUNCTION: ExUnsubscribe(h, flags)

DIRECTORY: ./common/libsrc/libfifo

FILE: f_dequeue.c
    FUNCTION: fifo_dequeue(fifop, bufp)
        calledBy:
            send_output_to_port in f_send_out.c, IFNDEF SIMBFLY
    FUNCTION: fifo_dequeue(fifop, bufp)
        calledBy:

                    send_output_to_port in f_send_out.c, IFNDEF SIMBFLY
FILE: f_enqueue.c
    FUNCTION: fifo_enqueue(fifop, string, length)
        calledBy:
                idc_raw_16_set_cmd in i_raw_16_set.c, (null)
                idc_raw_16_set2_cmd in i_raw_16_st2.c, (null)
                idc_raw_set_cmd in i_raw_set.c, (null)
                idc_reset_cmd in i_reset.c, (null)
                idc_reset_output in init.c, (null)
                idc_output_16_set in op_16_set.c, (null)
                idc_output_16_set2 in op_16_set2.c, (null)
                idc_output_restore in op_rest.c, (null)
                idc_output_set in op_set.c, (null)
                idc_output_set_ns in op_set_ns.c, (null)
    FUNCTION: fifo_enqueue(fifop, string, length)
        calledBy:
                idc_raw_16_set_cmd in i_raw_16_set.c, (null)
                idc_raw_16_set2_cmd in i_raw_16_st2.c, (null)
                idc_raw_set_cmd in i_raw_set.c, (null)
                idc_reset_cmd in i_reset.c, (null)
                idc_reset_output in init.c, (null)
                idc_output_16_set in op_16_set.c, (null)
                idc_output_16_set2 in op_16_set2.c, (null)
                idc_output_restore in op_rest.c, (null)
                idc_output_set in op_set.c, (null)
                idc_output_set_ns in op_set_ns.c, (null)
    FUNCTION: fifo_enqueue(fifop, string, length)
        calledBy:
                idc_raw_16_set_cmd in i_raw_16_set.c, (null)
                idc_raw_16_set2_cmd in i_raw_16_st2.c, (null)
                idc_raw_set_cmd in i_raw_set.c, (null)
                idc_reset_cmd in i_reset.c, (null)
                idc_reset_output in init.c, (null)
                idc_output_16_set in op_16_set.c, (null)
                idc_output_16_set2 in op_16_set2.c, (null)
                idc_output_restore in op_rest.c, (null)
                idc_output_set in op_set.c, (null)
                idc_output_set_ns in op_set_ns.c, (null)
FILE: f_init.c
    FUNCTION: fifo_init(fifop, port_number)
        calledBy:
                idc_fifo_init in init.c, (null)
    FUNCTION: fifo_uninit(fifop)
        calledBy:
                idc_fifo_uninit in init.c, (null)
FILE: f_open_out.c
    FUNCTION: open_up_output_port(fifop)
        calledBy:
                fifo_init in f_init.c, IFDEF SUN
                fifo_init in f_init.c, IFDEF mips
                fifo_init in f_init.c, IFDEF _GT_
    FUNCTION: open_up_output_port(fifop)
        calledBy:
                fifo_init in f_init.c, IFDEF SUN

          fifo_init in f_init.c, IFDEF mips
          fifo_init in f_init.c, IFDEF _GT_
     FUNCTION: open_up_output_port(fifop)
       calledBy:
          fifo_init in f_init.c, IFDEF SUN
          fifo_init in f_init.c, IFDEF mips
          fifo_init in f_init.c, IFDEF _GT_
     FUNCTION: close_output_port(fifop)
       calledBy:
          fifo_uninit in f_init.c, IFDEF SUN
          fifo_uninit in f_init.c, IFDEF mips
          fifo_uninit in f_init.c, IFDEF _GT_
     FUNCTION: open_up_output_port(fifop)
       calledBy:
          fifo_init in f_init.c, IFDEF SUN
          fifo_init in f_init.c, IFDEF mips
          fifo_init in f_init.c, IFDEF _GT_
     FUNCTION: open_up_output_port(fifop)
       calledBy:
          fifo_init in f_init.c, IFDEF SUN
          fifo_init in f_init.c, IFDEF mips
          fifo_init in f_init.c, IFDEF _GT_
FILE: f_print.c
     FUNCTION: fifo_print(fifop)
FILE: f_send_out.c
     FUNCTION: send_output_to_port(fifop)

DIRECTORY: ./common/libsrc/libfilter

FILE: add.c
     FUNCTION: filter_add_class(class_num, obj_class, alignment, range)
       calledBy:
          rva_priority_setup in rva_pr_init.c, (null)
FILE: bounds.c
     FUNCTION: filter_change_class_bound(class_num, alignment, new_range)
FILE: data.c
FILE: dump.c
     FUNCTION: filter_dump_filter_info()
FILE: filter.c
     FUNCTION: do_packet_from_network(pkt)
     FUNCTION: do_packet_from_host(pkt)
     FUNCTION: do_init()
FILE: force.c
     FUNCTION: filter_set_force(force)
FILE: init.c
     FUNCTION: filter_init(handle)
FILE: location.c
     FUNCTION: filter_set_filter_threshold(threshold)
     FUNCTION: filter_set_max_cig_range(range)
       calledBy:
          rva_priority_setup in rva_pr_init.c, (null)
     FUNCTION: filter_set_location(location)
FILE: verify.c
     FUNCTION: filter_verify_classes()

calledBy:
    rva_priority_setup in rva_pr_init.c, (null)

DIRECTORY: ./common/libsrc/libhash

FILE: hash_add.c
  FUNCTION: hash_add_hash_entry(table_handle, vid)
    calledBy:
      rva_add_hash_entry in rva_hash.c, (null)
  FUNCTION: get_hash_entry(table)
    calledBy:
      hash_add_hash_entry in hash_add.c, (null)
FILE: hash_create.c
  FUNCTION: get_next_table_handle()
    calledBy:
      hash_create_hash_table in hash_create.c, (null)
  FUNCTION: hash_create_hash_table(n_entries)
    calledBy:
      rva_alloc_rva_table in rva_hash.c, (null)
FILE: hash_delete.c
  FUNCTION: hash_delete_hash_table(table_handle)
FILE: hash_find.c
  FUNCTION: hash_find_hash_entry(table_handle, vid)
    calledBy:
      rva_find_hash_entry in rva_hash.c, (null)
FILE: hash_init.c
  FUNCTION: hash_init_hash_table(table_handle)
    calledBy:
      hash_create_hash_table in hash_create.c, (null)
      rva_init_hash_table in rva_hash.c, (null)
FILE: hash_remove.c
  FUNCTION: hash_remove_hash_entry(table_handle, vid)
    calledBy:
      rva_delete_hash_entry in rva_hash.c, (null)
  FUNCTION: free_hash_entry(table, hashi)
    calledBy:
      hash_remove_hash_entry in hash_remove.c, (null)
FILE: hash_value.c
  FUNCTION: find_hash_value(vid)
    calledBy:
      hash_add_hash_entry in hash_add.c, (null)
      hash_find_hash_entry in hash_find.c, (null)
      hash_remove_hash_entry in hash_remove.c, (null)

DIRECTORY: ./common/libsrc/libidc

FILE: choose_fifo.c
  FUNCTION: idc_choose_fifo(id)
    calledBy:
      idc_output_16_set in op_16_set.c, (null)
      idc_output_16_set2 in op_16_set2.c, (null)
      idc_output_restore in op_rest.c, (null)
      idc_output_set in op_set.c, (null)
      idc_output_set_ns in op_set_ns.c, (null)
FILE: i_error.c

FUNCTION: libidc_error_report(func, sarg1, narg2)
  calledBy:
    libidc_set_idc_action in i_pfile.c, (null)
    libidc_read_idc_parameter_body in i_readbody.c, (null)
    libidc_read_idc_parameter_header in i_readhead.c, (null)
FILE: i_getact.c
 FUNCTION: libidc_get_action(type)
  calledBy:
    libidc_set_idc_action in i_pfile.c, (null)
    libidc_read_idc_parameter_body in i_readbody.c, (null)
FILE: i_getacts.c
 FUNCTION: idc_get_actions(i)
FILE: i_getdevice.c
 FUNCTION: idc_get_device_type()
FILE: i_getnames.c
 FUNCTION: idc_get_names(i)
FILE: i_getnumplt.c
 FUNCTION: idc_get_num_platforms()
  calledBy:
    idc_get_platform_number in i_getpltnum.c, (null)
FILE: i_getoffset.c
 FUNCTION: idc_get_offset()
  calledBy:
    app_process_def_file in app_read.c, (null)
    idc_process_dev_file in i_init.c, (null)
FILE: i_getplt.c
 FUNCTION: idc_get_platform_name(platform)
  calledBy:
    idc_get_platform_number in i_getpltnum.c, (null)
FILE: i_getpltnum.c
 FUNCTION: idc_get_platform_number(platform_name)
FILE: i_getport.c
 FUNCTION: idc_get_port_name()
  calledBy:
    app_process_def_file in app_read.c, (null)
    idc_process_dev_file in i_init.c, (null)
    idc_open_port in i_opn_port.c, IFDEF MASSCOMP
    port_stuck in i_port_stk.c, IFDEF MASSCOMP
FILE: i_getstat.c
 FUNCTION: idc_get_station_description()
FILE: i_init.c
 FUNCTION: idc_process_dev_file()
  calledBy:
    idc_init in init.c, (null)
 FUNCTION: idc_init_dev_file(file_name)
 FUNCTION: idc_get_dev_file()
  calledBy:
    idc_process_dev_file in i_init.c, (null)
FILE: i_loc.c
FILE: i_mode.c
 FUNCTION: idc_set_emulate_mode()
 FUNCTION: idc_clear_emulate_mode()
 FUNCTION: idc_get_emulate_mode()
  calledBy:

        idc_init in init.c, (null)
        idc_reset_output in init.c, (null)
        idc_output_set in op_set.c, (null)
FILE: i_opn_port.c
    FUNCTION: idc_open_port()
    FUNCTION: idc_close_port()
    FUNCTION: idc_open_port()
    FUNCTION: idc_open_port(iptr)
    FUNCTION: idc_close_port(iptr)
    FUNCTION: idc_open_port(iptr)
    FUNCTION: idc_close_port(iptr)
FILE: i_perror.c
    FUNCTION: libidc_perror_report(func, sarg1, narg2)
       calledBy:
          read_idc_parameter_file in i_readfile.c, (null)
          libidc_strsave in i_strsave.c, (null)
FILE: i_pfile.c
    FUNCTION: libidc_set_idc_action(id, action_string)
    FUNCTION: libidc_set_idc_name(id, idname)
FILE: i_port_stk.c
    FUNCTION: port_stuck()
FILE: i_raw_16_set.c
    FUNCTION: idc_raw_16_set_cmd(fifo, id, val)
FILE: i_raw_16_st2.c
    FUNCTION: idc_raw_16_set2_cmd(fifo, id, val1, val2)
FILE: i_raw_set.c
    FUNCTION: idc_raw_set_cmd(fifo, id, val)
FILE: i_readbody.c
    FUNCTION: libidc_read_idc_parameter_body(fp, name)
       calledBy:
          read_idc_parameter_file in i_readfile.c, (null)
FILE: i_readfile.c
    FUNCTION: read_idc_parameter_file(name)
       calledBy:
          app_process_def_file in app_read.c, (null)
          idc_process_dev_file in i_init.c, (null)
    FUNCTION: idc_init_actions()
       calledBy:
          read_idc_parameter_file in i_readfile.c, (null)
FILE: i_readhead.c
    FUNCTION: libidc_read_idc_parameter_header(fp, name)
       calledBy:
          read_idc_parameter_file in i_readfile.c, (null)
FILE: i_reset.c
    FUNCTION: idc_reset_cmd(fifo)
FILE: i_simul.c
    FUNCTION: idc_simul()
    FUNCTION: idc_parse_command(idc, str, cnt)
       calledBy:
          idc_simul in i_simul.c, IFNDEF SIMBFLY
FILE: i_strsave.c
    FUNCTION: libidc_strsave(f)
       calledBy:
          libidc_set_idc_name in i_pfile.c, (null)

libidc_read_idc_parameter_body in i_readbody.c, (null)
FILE: init.c
   FUNCTION: idc_init()
   FUNCTION: idc_fifo_init()
     calledBy:
       idc_init in init.c, (null)
   FUNCTION: idc_fifo_uninit()
   FUNCTION: idc_reset()
     calledBy:
       idc_parse_command in i_simul.c, IFNDEF SIMBFLY
       idc_init in init.c, (null)
   FUNCTION: idc_reset_input()
     calledBy:
       idc_reset in init.c, (null)
   FUNCTION: idc_reset_output()
     calledBy:
       idc_reset in init.c, (null)
FILE: op_16_set.c
   FUNCTION: idc_output_16_set(id, val)
FILE: op_16_set2.c
   FUNCTION: idc_output_16_set2(id, val1, val2)
FILE: op_rest.c
   FUNCTION: idc_output_restore(id)
     calledBy:
       idc_output_restore_cond in op_rest_c.c, (null)
FILE: op_rest_c.c
   FUNCTION: idc_output_restore_cond(cond, id)
FILE: op_set.c
   FUNCTION: idc_output_set(id, val)
     calledBy:
       idc_output_set_cond in op_set_c.c, (null)
FILE: op_set_c.c
   FUNCTION: idc_output_set_cond(cond, id, val)
FILE: op_set_ns.c
   FUNCTION: idc_output_set_ns(id, val)
     calledBy:
       idc_output_set_ns_cond in op_set_ns_c.c, (null)
FILE: op_set_ns_c.c
   FUNCTION: idc_output_set_ns_cond(cond, id, val)
FILE: respond.c
   FUNCTION: idc_respond(id)

DIRECTORY: ./common/libsrc/libiv

FILE: ivclient.c
   FUNCTION: IntervisibilityNoopRequest(clientFunc, clientArg)
     calledBy:
       IntervisibilitySynchronize in ivclient.c, (null)
   FUNCTION: IntervisibilitySimpleRequest(from, to, height, clientFunc, clientArg)
     calledBy:
       main in ivclient.c, (null)
   FUNCTION: IntervisibilityInterVehicleRequest(fromVehicleID, from, toVehicleID, to,
       height, clientFunc, clientArg)
   FUNCTION: IntervisibilityResponseCheck()

      calledBy:
          IntervisibilitySynchronize in ivclient.c, (null)
          main in ivclient.c, (null)
    FUNCTION: _SyncHandler(arg)
    FUNCTION: IntervisibilitySynchronize(reps)
      calledBy:
          main in ivclient.c, (null)
FILE: ivcommon.c
    FUNCTION: IntervisibilityInitSetup(str)
      calledBy:
          main in ivclient.c, (null)
          OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: IntervisibilityInit(mode)
      calledBy:
          main in ivclient.c, (null)
          OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: IntervisibilityUnInit()
    FUNCTION: GetIntervisibilityChannelID()
      calledBy:
          IntervisibilityNoopRequest in ivclient.c, (null)
          IntervisibilitySimpleRequest in ivclient.c, (null)
          IntervisibilityInterVehicleRequest in ivclient.c, (null)
          IntervisibilityResponseCheck in ivclient.c, (null)
          IntervisibilityNoopResponse in ivserver.c, (null)
          IntervisibilitySimpleResponse in ivserver.c, (null)
          IntervisibilityInterVehicleResponse in ivserver.c, (null)
          IntervisibilityRequestCheck in ivserver.c, (null)
    FUNCTION: GetUniqueID()
      calledBy:
          IntervisibilityNoopRequest in ivclient.c, (null)
          IntervisibilitySimpleRequest in ivclient.c, (null)
          IntervisibilityInterVehicleRequest in ivclient.c, (null)
FILE: ivrequest.c
    FUNCTION: AllocIVRequestHandler()
      calledBy:
          IntervisibilityNoopRequestHa˙ `lerSet in ivserver.c, (null)
          IntervisibilitySimpleRequestHandlerSet in ivserver.c, (null)
          IntervisibilityInterVehicleRequestHandlerSet in ivserver.c, (null)
    FUNCTION: FreeIVRequestHandler(reqHand)
    FUNCTION: GetIVRequestHandlerByType(requestType)
      calledBy:
          IntervisibilityRequestCheck in ivserver.c, (null)
    FUNCTION: LinkIVRequestHandler(reqHand)
      calledBy:
          IntervisibilityNoopRequestHandlerSet in ivserver.c, (null)
          IntervisibilitySimpleRequestHandlerSet in ivserver.c, (null)
          IntervisibilityInterVehicleRequestHandlerSet in ivserver.c, (null)
    FUNCTION: UnlinkIVRequestHandler(reqHand)
    FUNCTION: NoopIVRequestHandler(reqHand, request, clientAddr)
    FUNCTION: SimpleIVRequestHandler(reqHand, request, clientAddr)
    FUNCTION: InterVehicleIVRequestHandler(reqHand, request, clientAddr)
FILE: ivresponse.c
    FUNCTION: AllocIVResponseHandler()
      calledBy:

IntervisibilityNoopRequest in ivclient.c, (null)
IntervisibilitySimpleRequest in ivclient.c, (null)
IntervisibilityInterVehicleRequest in ivclient.c, (null)
FUNCTION: FreeIVResponseHandler(respHand)
    calledBy:
        IntervisibilityNoopRequest in ivclient.c, (null)
        IntervisibilitySimpleRequest in ivclient.c, (null)
        IntervisibilityInterVehicleRequest in ivclient.c, (null)
        IntervisibilityResponseCheck in ivclient.c, (null)
FUNCTION: GetIVResponseHandlerByID(requestID)
    calledBy:
        IntervisibilityResponseCheck in ivclient.c, (null)
FUNCTION: LinkIVResponseHandler(respHand)
    calledBy:
        IntervisibilityNoopRequest in ivclient.c, (null)
        IntervisibilitySimpleRequest in ivclient.c, (null)
        IntervisibilityInterVehicleRequest in ivclient.c, (null)
FUNCTION: UnlinkIVResponseHandler(respHand)
    calledBy:
        IntervisibilityResponseCheck in ivclient.c, (null)
FUNCTION: NoopIVResponseHandler(respHand, response)
FUNCTION: SimpleIVResponseHandler(respHand, response)
FUNCTION: InterVehicleIVResponseHandler(respHand, response)
FILE: ivserver.c
FUNCTION: IntervisibilityNoopRequestHandlerSet(serverFunc, serverArg)
    calledBy:
        OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: IntervisibilityNoopResponse(responseID, clientAddr)
    calledBy:
        NoopRequestHandler in ivsvr.c, (null)
FUNCTION: IntervisibilitySimpleRequestHandlerSet(serverFunc, serverArg)
    calledBy:
        OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: IntervisibilitySimpleResponse(responseID, obstructed, clientAddr)
    calledBy:
        SimpleRequestHandler in ivsvr.c, (null)
FUNCTION: IntervisibilityInterVehicleRequestHandlerSet(serverFunc, serverArg)
    calledBy:
        OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: IntervisibilityInterVehicleResponse(responseID, obstructed, clientAddr)
    calledBy:
        InterVehicleRequestHandler in ivsvr.c, (null)
FUNCTION: IntervisibilityRequestCheck()
    calledBy:
        main in ivsvr.c, (null)

DIRECTORY: ./common/libsrc/libkeybrd

FILE: close.c
FUNCTION: keybrd_tty_close(desc)
    calledBy:
        main in svtst.c, (null)
FILE: init.c
FUNCTION: keybrd_tty_init(tty, mode)

            calledBy:
                tty_setup_modes in init.c, IFNDEF SIMBFLY, IFDEF _GT_
                QuitCheck in tfx.c, IFDEF _GT_
                main in svtst.c, (null)
FILE: read.c
    FUNCTION: keybrd_tty_read(desc)
        calledBy:
                tty_getchar in get.c, IFNDEF SIMBFLY, IFDEF _GT_
                QuitCheck in tfx.c, IFDEF _GT_
                main in svtst.c, (null)
FILE: reset.c
    FUNCTION: keybrd_tty_reset(desc)
FILE: write.c
    FUNCTION: keybrd_tty_write(desc, data, size)

DIRECTORY: ./common/libsrc/liblist

FILE: lappend.c
    FUNCTION: ListAppend(list, link)
        calledBy:
                FreeChannel in chchannel.c, (null)
                LinkChannel in chchannel.c, (null)
                FreeIVRequestHandler in ivrequest.c, (null)
                LinkIVRequestHandler in ivrequest.c, (null)
                FreeIVResponseHandler in ivresponse.c, (null)
                LinkIVResponseHandler in ivresponse.c, (null)
FILE: linit.c
    FUNCTION: ListInit(list)
FILE: linitlink.c
    FUNCTION: ListInitLink(link, self)
        calledBy:
                AllocChannel in chchannel.c, (null)
                AllocIVRequestHandler in ivrequest.c, (null)
                AllocIVResponseHandler in ivresponse.c, (null)
FILE: lprepend.c
    FUNCTION: ListPrepend(list, link)
FILE: lunlink.c
    FUNCTION: ListUnlink(list, link)
        calledBy:
                AllocChannel in chchannel.c, (null)
                UnlinkChannel in chchannel.c, (null)
                AllocIVRequestHandler in ivrequest.c, (null)
                UnlinkIVRequestHandler in ivrequest.c, (null)
                AllocIVResponseHandler in ivresponse.c, (null)
                UnlinkIVResponseHandler in ivresponse.c, (null)

DIRECTORY: ./common/libsrc/liblogger

FILE: lg_avail.c
    FUNCTION: (*avail_reply)()
    FUNCTION: logger_process_avail_reply(pdu, originator)
        calledBy:
                logger_process_pkt in lg_process.c, (null)
    FUNCTION: logger_available(net_handle, return_address, reply)
FILE: lg_command.c

FUNCTION: logger_record(logger_handle)
FUNCTION: logger_play(logger_handle, is_looping, racal_present, medium,
        nvolumes, file_names, filter_out_stealth, eof_callback, eof_arg)
FUNCTION: logger_suspend(logger_handle)
FUNCTION: logger_continue(logger_handle)
    calledBy:
        logger_process_command_ack in lg_command.c, (null)
FUNCTION: logger_stop(logger_handle)
    calledBy:
        menu_stop in menu_func.c, (null)
FUNCTION: logger_seek_absolute(logger_handle, seconds)
FUNCTION: logger_seek_relative(logger_handle, seconds)
FUNCTION: logger_speed(logger_handle, factor)
    calledBy:
        menu_fast_forward in menu_func.c, (null)
        menu_normal_speed in menu_func.c, (null)
FUNCTION: send_logger_command(pdu, logger_handle)
    calledBy:
        logger_play in lg_command.c, (null)
        logger_suspend in lg_command.c, (null)
        logger_continue in lg_command.c, (null)
        logger_stop in lg_command.c, (null)
        logger_seek_absolute in lg_command.c, (null)
        logger_seek_relative in lg_command.c, (null)
        logger_speed in lg_command.c, (null)
FUNCTION: logger_process_command_ack(logger_handle)
    calledBy:
        logger_process_pkt in lg_process.c, (null)
FUNCTION: logger_process_command_nak(logger_handle)
    calledBy:
        logger_process_pkt in lg_process.c, (null)
FILE: lg_connect.c
    FUNCTION: logger_connect(address, return_address, net_handle, callback, call_arg,
            logger_msg_handler, msg_arg)
    FUNCTION: logger_disconnect(logger_handle)
    FUNCTION: logger_process_disconnect_ack(logger_handle)
        calledBy:
            logger_process_pkt in lg_process.c, (null)
    FUNCTION: logger_process_disconnect_nak(logger_handle)
        calledBy:
            logger_process_pkt in lg_process.c, (null)
    FUNCTION: logger_cancel_connect(logger_handle)
        calledBy:
            logger_process_connect_nak in lg_connect.c, (null)
    FUNCTION: logger_add_logger()
        calledBy:
            logger_connect in lg_connect.c, (null)
    FUNCTION: logger_remove_logger(logger)
        calledBy:
            logger_connect in lg_connect.c, (null)
            logger_process_disconnect_ack in lg_connect.c, (null)
            logger_cancel_connect in lg_connect.c, (null)
    FUNCTION: logger_process_connect_ack(logger_handle)
        calledBy:

                    logger_process_pkt in lg_process.c, (null)
            FUNCTION: logger_process_connect_nak(logger_handle)
                calledBy:
                    logger_process_pkt in lg_process.c, (null)
FILE: lg_error.c
    FUNCTION: logger_get_error_description(handle)
    FUNCTION: logger_get_error_number(handle)
    FUNCTION: logger_get_last_error_description()
    FUNCTION: logger_get_last_error_number()
    FUNCTION: logger_error(handle, error_num, err_string)
        calledBy:
            logger_available in lg_avail.c, (null)
            send_logger_command in lg_command.c, (null)
            logger_process_command_ack in lg_command.c, (null)
            logger_process_command_nak in lg_command.c, (null)
            logger_connect in lg_connect.c, (null)
            logger_disconnect in lg_connect.c, (null)
            logger_process_disconnect_nak in lg_connect.c, (null)
            logger_process_pkt in lg_process.c, (null)
            logger_process_pkt in lg_process.c, IFDEF LOGGER_POINT_TO_POINT
            logger_process_pkt in lg_process.c, (null)
    FUNCTION: logger_state_error(logger, command)
        calledBy:
            logger_get_next_state in lg_state.c, (null)
FILE: lg_info.c
    FUNCTION: logger_process_info_pkt(logger_handle, info)
        calledBy:
            logger_process_pkt in lg_process.c, (null)
FILE: lg_process.c
    FUNCTION: logger_process_pkt(pdu, originator)
FILE: lg_state.c
    FUNCTION: logger_get_next_state(logger, command)
        calledBy:
            logger_record in lg_command.c, (null)
            logger_play in lg_command.c, (null)
            logger_suspend in lg_command.c, (null)
            logger_continue in lg_command.c, (null)
            logger_stop in lg_command.c, (null)
            logger_seek_absolute in lg_command.c, (null)
            logger_seek_relative in lg_command.c, (null)
            logger_speed in lg_command.c, (null)
FILE: lg_status.c
    FUNCTION: logger_status(handle, status_func)
    FUNCTION: logger_process_status_reply()
        calledBy:
            logger_process_pkt in lg_process.c, (null)
FILE: lg_util.c
    FUNCTION: logger_init_logger_pdu(packet, kind, destination)
        calledBy:
            logger_available in lg_avail.c, (null)
            send_logger_command in lg_command.c, (null)
            logger_connect in lg_connect.c, (null)
            logger_disconnect in lg_connect.c, (null)

DIRECTORY: ./common/libsrc/libmatrix
FILE: d2f_m_copy.c
　　FUNCTION: d2f_mat_copy(src, dst)
FILE: d2f_v_copy.c
　　FUNCTION: d2f_vec_copy(src, dst)
FILE: elr_copy.c
　　FUNCTION: elr_copy(from, to)
FILE: elr_elr_cat.c
　　FUNCTION: elr_elr_cat(A_e_B0, B0_e_B, A_e_B)
FILE: elr_form.c
　　FUNCTION: elr_form(axis, angle, result)
FILE: elr_ident.c
　　FUNCTION: elr_ident(e)
FILE: elr_to_mat.c
　　FUNCTION: elr_to_mat(A_e_B, A_c_B)
FILE: elr_transp.c
　　FUNCTION: elr_transpose(e, result)
FILE: f2d_m_copy.c
　　FUNCTION: f2d_mat_copy(src, dst)
FILE: f2d_v_copy.c
　　FUNCTION: f2d_vec_copy(src, dst)
FILE: fm_check.c
　　FUNCTION: fmat_check(m)
FILE: fm_copy.c
　　FUNCTION: fmat_copy(from, to)
　　　　calledBy:
　　　　　　fmat_check in fm_check.c, (null)
　　　　　　fmat_transpose in fmat_transp.c, (null)
　　　　　　rva_smooth_get_new_velocities in rva_smooth.c, (null)
　　　　　　rva_smooth_process_dynamic in rva_smooth.c, (null)
　　　　　　rva_smooth_dead_reckon in rva_smooth.c, (null)
FILE: fm_id_init.c
　　FUNCTION: fmat_ident_init(m)
　　　　calledBy:
　　　　　　rva_smooth_init_veh in rva_smooth.c, (null)
FILE: fm_m_mul.c
　　FUNCTION: fmat_mat_mul(m1, m2, result)
　　　　calledBy:
　　　　　　rva_smooth_get_new_velocities in rva_smooth.c, (null)
　　　　　　rva_smooth_dead_reckon in rva_smooth.c, (null)
FILE: fm_r_init.c
　　FUNCTION: fmat_rot_init(m, theta, rot_axis)
FILE: fmat_dump.c
　　FUNCTION: fmat_dump(str, mat)
FILE: fmat_r_init2.c
　　FUNCTION: fmat_rot_init2(m, sin_theta, rot_axis)
　　　　calledBy:
　　　　　　rva_smooth_get_new_velocities in rva_smooth.c, (null)
FILE: fmat_sub.c
　　FUNCTION: fmat_sub(m1, m2, result)
FILE: fmat_transp.c
　　FUNCTION: fmat_transpose(m, result)

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        calledBy:
            fmat_check in fm_check.c, (null)
            rva_smooth_get_new_velocities in rva_smooth.c, (null)
FILE: fv_check.c
    FUNCTION: fvec_check(v)
        calledBy:
            fmat_check in fm_check.c, (null)
FILE: fv_d_prod.c
    FUNCTION: fvec_dot_prod(v1, v2)
FILE: fv_m_mul.c
    FUNCTION: fvec_mat_mul(v, m, result)
FILE: fv_scale.c
    FUNCTION: fvec_scale(v, scale_factor, result)
FILE: fv_x_prod.c
    FUNCTION: fvec_cross_prod(v1, v2, result)
FILE: fvec_add.c
    FUNCTION: fvec_add(v1, v2, result)
FILE: fvec_copy.c
    FUNCTION: fvec_copy(from, to)
        calledBy:
            rva_smooth_get_new_velocities in rva_smooth.c, (null)
            rva_smooth_dead_reckon in rva_smooth.c, (null)
FILE: fvec_dump.c
    FUNCTION: fvec_dump(str, v)
FILE: fvec_norm.c
    FUNCTION: fvec_normalize(v, result)
FILE: fvec_sub.c
    FUNCTION: fvec_sub(v1, v2, result)
FILE: libmatrix.c
    FUNCTION: vec_init(v)
    FUNCTION: vec_copy(from, to)
        calledBy:
            IntervisibilitySimpleRequest in ivclient.c, (null)
            IntervisibilityInterVehicleRequest in ivclient.c, (null)
            vec_cross_prod in vec_x_prod.c, (null)
            rva_smooth_process_dynamic in rva_smooth.c, (null)
    FUNCTION: vec_normalize(v, result)
        calledBy:
            mat_fix_matrix in libmatrix.c, (null)
            mat_fix_matrix in m_fix_m.c, (null)
            tracks_calc_unit_normal in h_to_w.c, (null)
    FUNCTION: vec_check(v)
        calledBy:
            mat_check in mat_check.c, (null)
    FUNCTION: vec_scale(v, scale_factor, result)
        calledBy:
            mat_fix_matrix in libmatrix.c, (null)
            mat_fix_matrix in m_fix_m.c, (null)
            vec_elr_transform in v_e_transf.c, (null)
            tdb_get_hull_to_world in h_to_w.c, (null)
    FUNCTION: vec_add(v1, v2, result)
        calledBy:
            mat_fix_matrix in libmatrix.c, (null)
            mat_fix_matrix in m_fix_m.c, (null)
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             vec_elr_transform in v_e_transf.c, (null)
FUNCTION: vec_sub(v1, v2, result)
   calledBy:
         tracks_set_support_plane in h_to_w.c, (null)
         tracks_calc_unit_normal in h_to_w.c, (null)
FUNCTION: vec_cos_prod(v1, v2)
FUNCTION: vec_dot_prod(v1, v2)
   calledBy:
         vec_cos_prod in libmatrix.c, (null)
         mat_fix_matrix in libmatrix.c, (null)
         mat_fix_matrix in m_fix_m.c, (null)
         vec_cos_prod in v_cos_prod.c, (null)
FUNCTION: vec_cross_prod(v1, v2, result)
   calledBy:
         mat_fix_matrix in libmatrix.c, (null)
         mat_fix_matrix in m_fix_m.c, (null)
         vec_elr_transform in v_e_transf.c, (null)
         tdb_get_hull_to_world in h_to_w.c, (null)
         tracks_calc_unit_normal in h_to_w.c, (null)
FUNCTION: vec_mat_mul(v, m, result)
   calledBy:
         tdb_get_hull_to_world in h_to_w.c, (null)
         tracks_set_support_plane in h_to_w.c, (null)
FUNCTION: mat_init(m)
FUNCTION: mat_copy(from, to)
   calledBy:
         mat_check in mat_check.c, (null)
         mat_transpose in mat_transp.c, (null)
FUNCTION: mat_ident_init(m)
FUNCTION: mat_rot_init(m, theta, rot_axis)
   calledBy:
         main in test.c, (null)
         tdb_get_hull_to_world in h_to_w.c, (null)
FUNCTION: mat_rot_init2(m, sin_theta, rot_axis)
FUNCTION: mat_transpose(m, result)
   calledBy:
         mat_check in mat_check.c, (null)
         mat_inverse in mat_inv.c, (null)
         tdb_get_hull_to_world in h_to_w.c, (null)
FUNCTION: mat_mat_mul(m1, m2, result)
   calledBy:
         tdb_get_hull_to_world in h_to_w.c, (null)
FUNCTION: mat_determinant(m)
   calledBy:
         mat_inverse in mat_inv.c, (null)
FUNCTION: mat_fix_matrix(mat, axis)
FILE: m_fix_m.c
   FUNCTION: mat_fix_matrix(mat, axis)
FILE: m_id_init.c
   FUNCTION: mat_ident_init(m)
FILE: m_m_mul.c
   FUNCTION: mat_mat_mul(m1, m2, result)
     calledBy:
         tdb_get_hull_to_world in h_to_w.c, (null)

FILE: m_r_init2.c
   FUNCTION: mat_rot_init2(m, sin_theta, rot_axis)
FILE: m_trig_init.c
   FUNCTION: mat_trig_init(m, sin_theta, cos_theta, rot_axis)
FILE: m_v_mul.c
   FUNCTION: mat_vec_mul(m, v, result)
FILE: mat_add.c
   FUNCTION: mat_add(m1, m2, result)
FILE: mat_adj.c
   FUNCTION: mat_adjugate(m, result)
     calledBy:
       mat_inverse in mat_inv.c, (null)
FILE: mat_check.c
   FUNCTION: mat_check(m)
FILE: mat_copy.c
   FUNCTION: mat_copy(src, dest)
     calledBy:
       mat_check in mat_check.c, (null)
       mat_transpose in mat_transp.c, (null)
FILE: mat_deter.c
   FUNCTION: mat_determinant(m)
     calledBy:
       mat_inverse in mat_inv.c, (null)
FILE: mat_dump.c
   FUNCTION: mat_dump(str, mat)
     calledBy:
       main in test.c, (null)
FILE: mat_form.c
   FUNCTION: mat_form(axis, angle, C, sin_ang, cos_ang)
FILE: mat_ident.c
   FUNCTION: mat_ident(m)
FILE: mat_init.c
   FUNCTION: mat_init(m)
FILE: mat_inv.c
   FUNCTION: mat_inverse(m, result)
FILE: mat_lev_init.c
   FUNCTION: mat_level_init(m, v)
FILE: mat_r_init.c
   FUNCTION: mat_rot_init(m, theta, rot_axis)
     calledBy:
       main in test.c, (null)
       tdb_get_hull_to_world in h_to_w.c, (null)
FILE: mat_scale.c
   FUNCTION: mat_scale(mat, scale_factor, result)
     calledBy:
       mat_inverse in mat_inv.c, (null)
FILE: mat_sub.c
   FUNCTION: mat_sub(m1, m2, result)
FILE: mat_to_elr.c
   FUNCTION: mat_to_elr(C, e)
FILE: mat_transp.c
   FUNCTION: mat_transpose(m, result)
     calledBy:
       mat_check in mat_check.c, (null)

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                    mat_inverse in mat_inv.c, (null)
                    tdb_get_hull_to_world in h_to_w.c, (null)
FILE: new_m_m_mul.c
    FUNCTION: nmat_mat_mul(m1, m2, result)
        calledBy:
            main in test.c, (null)
FILE: test.c
    FUNCTION: main()
FILE: v_cos_prod.c
    FUNCTION: vec_cos_prod(v1, v2)
FILE: v_dot_prod.c
    FUNCTION: vec_dot_prod(v1, v2)
        calledBy:
            vec_cos_prod in libmatrix.c, (null)
            mat_fix_matrix in libmatrix.c, (null)
            mat_fix_matrix in m_fix_m.c, (null)
            vec_cos_prod in v_cos_prod.c, (null)
FILE: v_e_transf.c
    FUNCTION: vec_elr_transform(v_A, A_to_B, v_B)
FILE: v_m_mul.c
    FUNCTION: vec_mat_mul(v, m, result)
        calledBy:
            tdb_get_hull_to_world in h_to_w.c, (null)
            tracks_set_support_plane in h_to_w.c, (null)
FILE: vec_add.c
    FUNCTION: vec_add(v1, v2, result)
        calledBy:
            mat_fix_matrix in libmatrix.c, (null)
            mat_fix_matrix in m_fix_m.c, (null)
            vec_elr_transform in v_e_transf.c, (null)
FILE: vec_check.c
    FUNCTION: vec_check(v)
        calledBy:
            mat_check in mat_check.c, (null)
FILE: vec_copy.c
    FUNCTION: vec_copy(from, to)
        calledBy:
            IntervisibilitySimpleRequest in ivclient.c, (null)
            IntervisibilityInterVehicleRequest in ivclient.c, (null)
            vec_cross_prod in vec_x_prod.c, (null)
            rva_smooth_process_dynamic in rva_smooth.c, (null)
FILE: vec_dump.c
    FUNCTION: vec_dump(str, v)
FILE: vec_init.c
    FUNCTION: vec_init(v)
FILE: vec_neg.c
    FUNCTION: vec_neg(v1, result)
FILE: vec_norm.c
    FUNCTION: vec_normalize(v, result)
        calledBy:
            mat_fix_matrix in libmatrix.c, (null)
            mat_fix_matrix in m_fix_m.c, (null)
            tracks_calc_unit_normal in h_to_w.c, (null)
FILE: vec_scale.c
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FUNCTION: vec_scale(v, scale_factor, result)
    calledBy:
        mat_fix_matrix in libmatrix.c, (null)
        mat_fix_matrix in m_fix_m.c, (null)
        vec_elr_transform in v_e_transf.c, (null)
        tdb_get_hull_to_world in h_to_w.c, (null)
FILE: vec_sub.c
    FUNCTION: vec_sub(v1, v2, result)
        calledBy:
            tracks_set_support_plane in h_to_w.c, (null)
            tracks_calc_unit_normal in h_to_w.c, (null)
FILE: vec_x_prod.c
    FUNCTION: vec_cross_prod(v1, v2, result)
        calledBy:
            mat_fix_matrix in libmatrix.c, (null)
            mat_fix_matrix in m_fix_m.c, (null)
            vec_elr_transform in v_e_transf.c, (null)
            tdb_get_hull_to_world in h_to_w.c, (null)
            tracks_calc_unit_normal in h_to_w.c, (null)

DIRECTORY: ./common/libsrc/libmem

FILE: assign_mp.c
    FUNCTION: map_idc_values()
        calledBy:
            mem_assign_memory_ptr in assign_mp.c, IFDEF SIMBFLY
    FUNCTION: unmap_idc_values()
        calledBy:
            mem_free_shared_memory in assign_mp.c, IFDEF SIMBFLY
    FUNCTION: mem_assign_memory_ptr()
        calledBy:
            mem_assign_shared_memory in assign_sm.c, (null)
    FUNCTION: mem_free_shared_memory()
    FUNCTION: mem_assign_memory_ptr()
        calledBy:
            mem_assign_shared_memory in assign_sm.c, (null)
    FUNCTION: mem_free_shared_memory()
    FUNCTION: mem_assign_memory_ptr()
        calledBy:
            mem_assign_shared_memory in assign_sm.c, (null)
    FUNCTION: mem_free_shared_memory()
    FUNCTION: mem_assign_memory_ptr()
        calledBy:
            mem_assign_shared_memory in assign_sm.c, (null)
    FUNCTION: mem_free_shared_memory()
    FUNCTION: mem_assign_memory_ptr()
        calledBy:
            mem_assign_shared_memory in assign_sm.c, (null)
    FUNCTION: mem_free_shared_memory()
    FUNCTION: mem_get_idc_share_size()
        calledBy:
            idc_reset_input in init.c, (null)
    FUNCTION: mem_get_memory_key()
    FUNCTION: mem_get_total_share_size()

FILE: assign_sm.c
    FUNCTION: mem_assign_shared_memory()

DIRECTORY: ./common/libsrc/libmoves

No files defined.

DIRECTORY: ./common/libsrc/libnetif

FILE: net_acce.c
    FUNCTION: net_access(h, command)
        calledBy:
            net_getaddr in net_addr.c, (null)
            net_alive in net_ctl.c, (null)
            net_iocontrol in net_ctl.c, (null)
            net_res in net_ctl.c, (null)
            net_loopback in net_ctl.c, (null)
            net_flush in net_flus.c, (null)
            net_bufs in net_info.c, (null)
            net_hostbuf_info in net_info.c, (null)
            net_version in net_info.c, (null)
            net_load in net_load.c, IFDEF SIMBFLY
            net_add_mca in net_mca.c, (null)
            net_del_mca in net_mca.c, (null)
            net_init_mca in net_mca.c, (null)
            do_mode_cmd_cmc in net_mode.c, (null)
            net_open in net_open.c, IFDEF SIMBFLY
            open_cmc in net_open.c, IFNDEF SIMBFLY
            net_set_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF mips
            net_set_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF SUN
            net_set_parameters in net_open.c, IFNDEF SIMBFLY, IFNDEF mips, IFNDEF SUN
            net_get_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF mips
            net_get_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF SUN
            net_get_parameters in net_open.c, IFNDEF SIMBFLY, IFNDEF mips, IFNDEF SUN
            get_type in net_open.c, IFDEF SIMBFLY
            recv_cmc in net_orecv.c, IFNDEF SIMBFLY
            recv_147 in net_orecv.c, IFDEF _GT_
            send_cmc in net_osend.c, IFNDEF SIMBFLY
            send_cmc in net_osend.c, (null)
            recv_cmc_8023 in net_recv.c, IFNDEF SIMBFLY
            recv_147_8023 in net_recv.c, IFDEF _GT_
            net_get_rcv in net_recv.c, IFDEF _GT_
            net_run in net_run.c, (null)
            net_stop in net_run.c, (null)
            send_cmc_8023 in net_send.c, IFNDEF SIMBFLY
            send_cmc_8023 in net_send.c, (null)
            net_stamp_disable in net_stam.c, (null)
            net_stamp_enable in net_stam.c, (null)
            net_get_statistics in net_stat.c, IFDEF mips
            net_zero_statistics in net_stat.c, (null)
            net_gettime in net_time.c, (null)
            net_settime in net_time.c, (null)
            net_stomp_time in net_time.c, (null)

                    net_add_type in net_type.c, (null)
                    net_init_type in net_type.c, (null)
            FUNCTION: access_cmc(np, command)
                    net_access in net_acce.c, IFNDEF SIMBFLY
            FUNCTION: access_147(np, command)
                calledBy:
                    net_access in net_acce.c, IFNDEF SIMBFLY
FILE: net_addr.c
        FUNCTION: net_addr_compare(a1, a2)
            calledBy:
                    AssocSendAggregate in aggregate.c, (null)
                    OpenEnetChannel in chenet.c, (null)
                    RecvEnetChannel in chenet.c, (null)
                    RouteToExChannel in route.c, (null)
                    RouteToFrascaChannel in route.c, (null)
                    ExSubscribe in subscribe.c, (null)
                    do_receive in netxr.c, (null)
                    do_server in tfx.c, (null)
                    do_get in tfx.c, (null)
                    do_put in tfx.c, (null)
        FUNCTION: net_addr_bin_to_str(p, ps)
            calledBy:
                    ExGroupPrint in makegroup.c, (null)
                    do_ethernet_address in netcon.c, (null)
                    main in netdump.c, (null)
                    main in tfx.c, (null)
                    do_server in tfx.c, (null)
                    print_eaddr_from_pdu in debug.c, IFDEF OBSOLETE
        FUNCTION: net_addr_str_to_bin(p, s)
            calledBy:
                    OpenEnetChannel in chenet.c, (null)
                    ExMakeGroupFromString in makegroup.c, (null)
                    do_multicast in netcon.c, (null)
                    do_send in netxr.c, (null)
                    do_receive in netxr.c, (null)
                    do_get in tfx.c, (null)
                    do_put in tfx.c, (null)
        FUNCTION: net_getaddr(h, p)
            calledBy:
                    OpenEnetChannel in chenet.c, (null)
                    ExSubscribe in subscribe.c, (null)
                    open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
                    do_ethernet_address in netcon.c, (null)
                    main in tfx.c, (null)
        FUNCTION: net_addr_format_convert(p1, p2)
        FUNCTION: net_zeroaddr(p)
            calledBy:
                    disconnect_dl in logger_comm.c, (null)
FILE: net_clos.c
        FUNCTION: net_close(h)
            calledBy:
                    AssocClose in close.c, (null)
                    ExSubscribe in subscribe.c, (null)
                    ExUnsubscribe in unsubscribe.c, (null)

                    main in netcon.c, (null)
                    do_load in netcon.c, IFDEF _GT_
                    do_load in netcon.c, IFDEF LYNX
                    do_load in netcon.c, IFDEF SUN
                    do_reset in netcon.c, IFDEF SUN
                    do_reset in netcon.c, IFDEF _GT_
                    do_reset in netcon.c, IFDEF LYNX
                    do_reset in netcon.c, IFDEF SIMBFLY
                    do_buffers in netcon.c, (null)
                    do_multicast in netcon.c, (null)
                    do_statistics in netcon.c, (null)
                    do_syserrors in netcon.c, (null)
                    do_zerostats in netcon.c, (null)
                    main in netxr.c, (null)
                    main in tfx.c, (null)
FILE: net_ctl.c
    FUNCTION: net_alive(h)
        calledBy:
            AssocOpen in open.c, (null)
            AssocAttach in open.c, (null)
            open_cmc in net_open.c, IFNDEF SIMBFLY
            main in netcon.c, (null)
            init_virtual_net in virtual_net.c, (null)
    FUNCTION: net_iocontrol(h, sendbuf, sendsize, recvbuf, recvsize)
    FUNCTION: net_nopened(h)
    FUNCTION: net_res(h)
        calledBy:
            do_reset in netcon.c, IFDEF SUN
            do_reset in netcon.c, IFDEF _GT_
            do_reset in netcon.c, IFDEF LYNX
            do_reset in netcon.c, IFDEF SIMBFLY
    FUNCTION: net_settimeout(h, value)
    FUNCTION: net_loopback(h, flag)
        calledBy:
            do_loop in netcon.c, (null)
FILE: net_data.c
FILE: net_flus.c
    FUNCTION: net_flush(h, flags)
        calledBy:
            OpenEnetChannel in chenet.c, (null)
            main in netdump.c, (null)
            main in tfx.c, (null)
            menu_freeze in menu_func.c, (null)
            menu_fast_forward in menu_func.c, IFDEF PRE_FIO
            menu_fast_forward in menu_func.c, (null)
            clear_net_input in pvd_misc.c, (null)
FILE: net_info.c
    FUNCTION: net_bufs(h, pxmtbufs, prcvbufs)
        calledBy:
            do_buffers in netcon.c, (null)
    FUNCTION: net_hostbuf_info(h, pbufptr, pbufsize)
        calledBy:
            filter_init in init.c, (null)
    FUNCTION: net_interface_type(h)

FUNCTION: net_sharebuf_info(h, pbufptr, pbufsize)
FUNCTION: net_syserror_info(h, perr, p_num)
    calledBy:
        do_syserrors in netcon.c, (null)
FUNCTION: net_version(h, version, version_size)
    calledBy:
        do_version in netcon.c, (null)
FILE: net_load.c
    FUNCTION: net_load(h, buffer, count, offset)
        calledBy:
            do_load in netcon.c, IFDEF _GT_
            do_load in netcon.c, IFDEF LYNX
            do_load in netcon.c, IFDEF SUN
            do_load in netcon.c, IFDEF SIMBFLY
    FUNCTION: XXX_LSEEK(np -> fd,(long)offset, 0)
FILE: net_mca.c
    FUNCTION: net_add_mca(h, pna)
        calledBy:
            AssocSubscribeWithMask in subscribe.c, (null)
            OpenEnetChannel in chenet.c, (null)
            ExSubscribe in subscribe.c, (null)
            open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
            NetworkInit in network.c, (null)
            do_multicast in netcon.c, (null)
    FUNCTION: net_del_mca(h, pna)
        calledBy:
            AssocUnsubscribeWithMask in subscribe.c, (null)
            ExUnsubscribe in unsubscribe.c, (null)
            do_multicast in netcon.c, (null)
    FUNCTION: net_init_mca(h)
        calledBy:
            AssocOpen in open.c, (null)
            NetworkInit in network.c, (null)
            do_multicast in netcon.c, (null)
            main in tfx.c, IFNDEF _GT_
FILE: net_mode.c
    FUNCTION: net_extloop(h, na)
        calledBy:
            main in netcon.c, (null)
    FUNCTION: net_intloop(h, na)
        calledBy:
            main in netcon.c, (null)
    FUNCTION: net_norm(h, na)
        calledBy:
            AssocOpen in open.c, (null)
            main in netcon.c, (null)
    FUNCTION: net_prom(h, na)
        calledBy:
            main in netcon.c, (null)
    FUNCTION: do_mode_cmd(mode, h, na)
        calledBy:
            net_extloop in net_mode.c, (null)
            net_intloop in net_mode.c, (null)
            net_norm in net_mode.c, (null)

          net_prom in net_mode.c, (null)
     FUNCTION: do_mode_cmd_cmc(mode, h, na, np)
        calledBy:
          do_mode_cmd in net_mode.c, (null)
     FUNCTION: do_mode_cmd_147(mode, h, na, np)
        calledBy:
          do_mode_cmd in net_mode.c, (null)
FILE: net_open.c
     FUNCTION: net_open(svr, flags)
        calledBy:
          AssocOpen in open.c, (null)
          AssocAttach in open.c, (null)
          OpenEnetChannel in chenet.c, (null)
          ExSubscribe in subscribe.c, (null)
          millitime in millitime.c, (null)
          NetworkInit in network.c, (null)
          main in netcon.c, (null)
          openit in netcon.c, (null)
          main in netdump.c, (null)
          main in netxr.c, (null)
          main in tfx.c, (null)
     FUNCTION: net_open(device, flags, nib)
        calledBy:
          AssocOpen in open.c, (null)
          AssocAttach in open.c, (null)
          OpenEnetChannel in chenet.c, (null)
          ExSubscribe in subscribe.c, (null)
          millitime in millitime.c, (null)
          NetworkInit in network.c, (null)
          main in netcon.c, (null)
          openit in netcon.c, (null)
          main in netdump.c, (null)
          main in netxr.c, (null)
          main in tfx.c, (null)
     FUNCTION: open_cmc(device, flags, nib, h, np)
        calledBy:
          net_open in net_open.c, IFNDEF SIMBFLY
     FUNCTION: open_147(device, flags, nib, h, np)
        calledBy:
          net_open in net_open.c, IFNDEF SIMBFLY
     FUNCTION: net_set_parameters(h, nib, flag)
     FUNCTION: net_get_parameters(h, nib, flag)
        calledBy:
          open_cmc in net_open.c, IFNDEF SIMBFLY
     FUNCTION: get_type(np, dev, flags)
        calledBy:
          net_open in net_open.c, IFDEF SIMBFLY
          net_open in net_open.c, IFNDEF SIMBFLY
     FUNCTION: get_device_number(device)
        calledBy:
          net_open in net_open.c, IFDEF SIMBFLY
          open_cmc in net_open.c, IFNDEF SIMBFLY
FILE: net_orecv.c
     FUNCTION: net_recv(h, hdr, buf, bufsize, plen, flags)

            calledBy:
                do_server in tfx.c, (null)
                do_get in tfx.c, (null)
                do_put in tfx.c, (null)
        FUNCTION: recv_cmc(h, hdr, buf, bufsize, plen, flags, np)
            calledBy:
                net_recv in net_orecv.c, (null)
        FUNCTION: recv_147(h, hdr, buf, bufsize, plen, flags, np)
            calledBy:
                net_recv in net_orecv.c, (null)
        FUNCTION: net_get_next_packet(h, hdr, buf, plen, flags)
        FUNCTION: net_release_next_packet(h, flags)
        FUNCTION: net_get_recv(h, hdr, buf, plen, flags)
            calledBy:
                net_get_next_packet in net_orecv.c, (null)
        FUNCTION: net_release_recv(h, flags)
            calledBy:
                net_release_next_packet in net_orecv.c, (null)
FILE: net_osend.c
        FUNCTION: net_send(h, hdr, buf, len, flags)
            calledBy:
                ExSendFrasca in send.c, (null)
                do_server in tfx.c, (null)
                do_get in tfx.c, (null)
                do_put in tfx.c, (null)
        FUNCTION: send_cmc(h, hdr, buf, len, flags, np)
            calledBy:
                net_send in net_osend.c, (null)
        FUNCTION: send_147(h, hdr, buf, len, flags, np)
            calledBy:
                net_send in net_osend.c, (null)
        FUNCTION: net_get_send(h, hdr, buf, plen, flags)
        FUNCTION: net_release_send(h, flags)
FILE: net_recv.c
        FUNCTION: net_rcv(h, buf, bufsize, len, flags)
            calledBy:
                RecvEnetChannel in chenet.c, (null)
                process_a_packet in network.c, (null)
                main in netdump.c, (null)
                do_receive in netxr.c, (null)
        FUNCTION: net_get_rcv_to_addr(h, to)
            calledBy:
                AssocProcessRequestPDU in proc_req.c, (null)
                RecvEnetChannel in chenet.c, (null)
                RecvBuffer in srbuf.c, (null)
                main in netdump.c, (null)
                do_receive in netxr.c, (null)
        FUNCTION: net_get_rcv_from_addr(h, from)
            calledBy:
                AssocGetLastAddress in who.c, (null)
                RecvEnetChannel in chenet.c, (null)
                RecvBuffer in srbuf.c, (null)
                main in netdump.c, (null)
                do_receive in netxr.c, (null)

FUNCTION: net_get_rcv_type(h)
    calledBy:
        RecvEnetChannel in chenet.c, (null)
        RecvBuffer in srbuf.c, (null)
        main in netdump.c, (null)
        do_receive in netxr.c, (null)
FUNCTION: recv_cmc_8023(h, buf, bufsize, plen, flags, np)
    calledBy:
        net_rcv in net_recv.c, (null)
FUNCTION: recv_147_8023(h, buf, bufsize, plen, flags, np)
    calledBy:
        net_rcv in net_recv.c, (null)
FUNCTION: wait_for_full_ring_element(rp)
    calledBy:
        recv_cmc in net_orecv.c, (null)
        recv_cmc in net_orecv.c, IFNDEF mips
        recv_cmc_8023 in net_recv.c, (null)
        recv_cmc_8023 in net_recv.c, IFNDEF mips
FUNCTION: net_reset_lock(h)
FUNCTION: net_get_rcv(h, buf, plen, flags)
    calledBy:
        AssocWaitForPDU in block.c, (null)
        AssocReceiveAssocPDU in raw.c, (null)
        AssocReceivePDU in receive.c, (null)
        RecvBuffer in srbuf.c, (null)
        main in netdump.c, (null)
        do_receive in netxr.c, (null)
FUNCTION: net_release_rcv(h, flags)
    calledBy:
        AssocWaitForPDU in block.c, (null)
        AssocReceiveAssocPDU in raw.c, (null)
        AssocReceivePDU in receive.c, (null)
        RecvBuffer in srbuf.c, (null)
        main in netdump.c, (null)
        do_receive in netxr.c, (null)
FILE: net_reg.c
    FUNCTION: net_reg_read(h, regnum, pval)
        calledBy:
            filter_dump_filter_info in dump.c, (null)
            do_register in netcon.c, (null)
    FUNCTION: net_reg_write(h, regnum, val)
        calledBy:
            filter_init in init.c, (null)
            do_register in netcon.c, (null)
            view_ground_vehicles in graph.c, (null)
            view_platoons in graph.c, (null)
            view_companies in graph.c, (null)
            view_battalions in graph.c, (null)
            view_sorties in graph.c, (null)
            view_flights in graph.c, (null)
FILE: net_run.c
    FUNCTION: net_run(h)
        calledBy:
            main in netcon.c, (null)

FUNCTION: net_stop(h)
    calledBy:
        AssocOpen in open.c, (null)
        main in netcon.c, (null)
FILE: net_send.c
    FUNCTION: wait_for_empty_ring_element(rp)
        calledBy:
            send_cmc in net_osend.c, (null)
            send_cmc in net_osend.c, IFNDEF mips
            send_cmc_8023 in net_send.c, (null)
            send_cmc_8023 in net_send.c, IFNDEF mips
    FUNCTION: net_snd(h, to, buf, len, flags)
        calledBy:
            AssocSendAggregate in aggregate.c, (null)
            AssocProcessRequestPDU in proc_req.c, (null)
            AssocSendDatagram in send.c, (null)
            UpdateTransactions in tick.c, (null)
            AssocSendTransact in transact.c, (null)
            AssocSendResponse in transact.c, (null)
            SendEnetChannel in chenet.c, (null)
            do_send in netxr.c, (null)
    FUNCTION: net_set_snd_from_addr(h, from)
        calledBy:
            AssocOpen in open.c, (null)
            AssocAttach in open.c, (null)
            SendEnetChannel in chenet.c, (null)
            SendBuffer in srbuf.c, (null)
            do_send in netxr.c, (null)
    FUNCTION: net_set_snd_type(h, type)
        calledBy:
            AssocSetProtocolFamily in family.c, (null)
            AssocOpen in open.c, (null)
            SendEnetChannel in chenet.c, (null)
            SendBuffer in srbuf.c, (null)
            do_send in netxr.c, (null)
    FUNCTION: send_cmc_8023(h, to, buf, len, flags, np)
        calledBy:
            net_snd in net_send.c, (null)
    FUNCTION: send_147_8023(h, to, buf, len, flags, np)
        calledBy:
            net_snd in net_send.c, (null)
    FUNCTION: net_get_snd(h, buf, plen, flags)
        calledBy:
            SendBuffer in srbuf.c, (null)
            do_send in netxr.c, (null)
    FUNCTION: net_release_snd(h, to, len, flags)
        calledBy:
            SendBuffer in srbuf.c, (null)
            do_send in netxr.c, (null)
FILE: net_stam.c
    FUNCTION: net_get_timestamp(h)
        calledBy:
            main in netdump.c, (null)
    FUNCTION: net_put_timestamp(h, time)

FUNCTION: net_stamp_disable(h)
FUNCTION: net_stamp_enable(h)
FILE: net_stat.c
    FUNCTION: net_get_statistics(h, stats)
        calledBy:
            net_print_statistics in net_stat.c, (null)
            do_statistics in netcon.c, (null)
            thats_all_folks in pvd.c, (null)
    FUNCTION: errno
    FUNCTION: net_zero_statistics(h)
        calledBy:
            do_zerostats in netcon.c, (null)
            init_virtual_net in virtual_net.c, (null)
    FUNCTION: net_stat_string(stat, buf)
        calledBy:
            net_print_statistics in net_stat.c, (null)
            do_statistics in netcon.c, (null)
    FUNCTION: net_print_statistics(h)
FILE: net_stuf.c
    FUNCTION: get_locks(np)
        calledBy:
            open_cmc in net_open.c, IFNDEF SIMBFLY
    FUNCTION: map_buffers(np, flags)
        calledBy:
            open_cmc in net_open.c, IFNDEF SIMBFLY
    FUNCTION: map_enp(np)
        calledBy:
            open_cmc in net_open.c, IFNDEF SIMBFLY
    FUNCTION: unmap_enp(np)
    FUNCTION: unmap_buffers(np)
        calledBy:
            open_cmc in net_open.c, IFNDEF SIMBFLY
    FUNCTION: unget_locks(np)
        calledBy:
            open_cmc in net_open.c, IFNDEF SIMBFLY
FILE: net_time.c
    FUNCTION: net_gettime(h)
        calledBy:
            net_current_time in net_time.c, IFDEF _GT_
            do_timeget in netcon.c, (null)
            find_loggers in logger_comm.c, (null)
            connect_to_logger in logger_comm.c, (null)
            main in pvd.c, (null)
            Collect_World_State in pvd_misc.c, (null)
            Collect_World_State in pvd_misc.c, IFDEF OBSOLETE
            Collect_World_State in pvd_misc.c, (null)
            do_vehicle_to_vehicle in vehicle_to_v.c, (null)
    FUNCTION: net_settime(h, time)
        calledBy:
            net_init_time in net_time.c, IFDEF _GT_
            do_timeset in netcon.c, (null)
            main in pvd.c, (null)
    FUNCTION: net_current_time(h)
        calledBy:

AssocSendAggregate in aggregate.c, (null)
AssocAddTransaction in origin.c, (null)
AssocCacheResponse in respondent.c, (null)
AssocTimeOutOldResponses in respondent.c, (null)
AssocTickAssocLayer in tick.c, (null)
UpdateTransactions in tick.c, (null)
rtc_read_clock in rtc_timing.c, IFNDEF SIMBFLY, IFNDEF _GT_, IFDEF
MASSCOMP
rva_adjust_vehicles in rva_adjust.c, (null)
rva_smooth_get_new_velocities in rva_smooth.c, (null)
process_known_vehicle in rva_update.c, (null)
process_unknown_vehicle in rva_update.c, (null)
rva_process_update in rva_update.c, (null)
millitime in millitime.c, (null)
do_timecur in netcon.c, (null)
do_get in tfx.c, (null)
do_put in tfx.c, (null)
start_stats in tfx.c, (null)
end_stats in tfx.c, (null)
update_features in features.c, (null)
reschedule_node in features.c, (null)
schedule_new_node in features.c, (null)
FUNCTION: net_init_time(h)
calledBy:
do_timecur in netcon.c, (null)
main in tfx.c, (null)
FUNCTION: net_stomp_time(h)
FUNCTION: net_heartbeat(h)
calledBy:
do_heartbeat in netcon.c, (null)
FUNCTION: net_device_base(h)
FILE: net_type.c
FUNCTION: net_add_type(h, type)
calledBy:
AssocSetProtocolFamily in family.c, (null)
AssocOpen in open.c, (null)
AssocAttach in open.c, (null)
OpenEnetChannel in chenet.c, (null)
ExSubscribe in subscribe.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)
FUNCTION: net_init_type(h)
calledBy:
AssocSetProtocolFamily in family.c, (null)
AssocOpen in open.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)

DIRECTORY: ./common/libsrc/libp2p

FILE: init.c
FUNCTION: PointToPointOpen(device, def)
calledBy:
init_virtual_net in virtual_net.c, (null)

    FUNCTION: PointToPointSetPromiscuous(promiscuous)
FILE: receive.c
    FUNCTION: PointToPointReceivePDU(handle, data, length, group, protocol,
        primitive, originator, transID, respondent)
        calledBy:
            get_next_packet in virtual_net.c, (null)
FILE: send.c
    FUNCTION: AssociationDataUnitbuf[(MAX_DATA_SIZE_8023 /
        sizeof(AssociationDataUnit))
    FUNCTION: PointToPointSendPDU(handle, data, length, group, protocol,
        destination)
        calledBy:
            teleport_stealth in place.c, (null)
            attach_stealth in place.c, (null)
            set_stealth_exercise in place.c, (null)
            handle_elevation_request in terrain_pro.c, (null)

DIRECTORY: ./common/libsrc/libparser

FILE: kludge.c
    FUNCTION: ecmderr()
    FUNCTION: gethost()
    FUNCTION: isbadhost()
    FUNCTION: hostname()
    FUNCTION: hostfmt()
    FUNCTION: getnet()
    FUNCTION: isbadnet()
    FUNCTION: netfmt()
FILE: par_base.c
    FUNCTION: ParseInput(pdp, table)
        calledBy:
            DoCommand in par_util.c, (null)
            DoHelp in par_util.c, (null)
            DoEscape in par_util.c, (null)
            ShowBindings in par_util.c, (null)
    FUNCTION: ParseList(argc, argv, pdp, first, end)
        calledBy:
            ParseInput in par_base.c, (null)
            ParseKeyword in par_base.c, (null)
            ParseDoKeywordTable in par_base.c, (null)
    FUNCTION: ParseKeyword(argc, argv, pdp, first, end)
        calledBy:
            ParseList in par_base.c, (null)
    FUNCTION: ParseCommandDone(nu_argc, nu_argv, pdp, arg2)
    FUNCTION: ParseDoKeywordTable(argc, argv, pdp, arg2)
FILE: par_const.c
    FUNCTION: ParseGetConstant(argc, argv, pdp, ftable)
FILE: par_copy.c
    FUNCTION: stringcopy(str)
        calledBy:
            CommandLog in par_hist.c, (null)
            ParseGetString in par_lib.c, (null)
FILE: par_edit.c
    FUNCTION: ChangePrompt(prompt)

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        calledBy:
            ParseSetPrompt in par_lib.c, (null)
FUNCTION: ChangeTopLevel(table)
        calledBy:
            ParseSetTopLevel in par_lib.c, (null)
FUNCTION: InitParser(table, prompt, logsize)
        calledBy:
            tty_setup_parser_break_set in bindings.c, (null)
            tty_setup_parser_break_set in geyer.c, (null)
FUNCTION: UpdateLine(pdp)
        calledBy:
            ParseInput in par_base.c, (null)
            RedisplayLine in par_edit.c, (null)
            DoHelp in par_util.c, (null)
            ShowBindings in par_util.c, (null)
            parser_invoke_fcn_on_char in bindings.c, (null)
            parser_invoke_fcn_on_char in geyer.c, (null)
FUNCTION: UpdateMoveCursor(outbuf, linebuf, count)
        calledBy:
            UpdateLine in par_edit.c, (null)
FUNCTION: RedisplayLine(pdp)
        calledBy:
            ParseInput in par_base.c, (null)
            tty_parser_init in bindings.c, (null)
            tty_goto_parser_mode in bindings.c, (null)
            tty_goto_parser_mode in geyer.c, (null)
FUNCTION: SetStopPoint(pdp, at_cursor)
        calledBy:
            DoCommand in par_util.c, (null)
            DoHelp in par_util.c, (null)
            DoEscape in par_util.c, (null)
FUNCTION: NextChar(pdp)
        calledBy:
            ParseInput in par_base.c, (null)
            ParseGetToken in par_util.c, (null)
            ParseEscapeComplete in par_util.c, (null)
FUNCTION: MarkCursor(pdp)
        calledBy:
            ParseGetToken in par_util.c, (null)
FUNCTION: RestoreCursor(pdp)
        calledBy:
            ParseInput in par_base.c, (null)
            ParseEscapeComplete in par_util.c, (null)
FUNCTION: EmptyLine(pdp)
FUNCTION: BeginningOfLine(pdp)
        calledBy:
            ParseInput in par_base.c, (null)
            CopyEarlierCommand in par_hist.c, (null)
FUNCTION: Back1Char(pdp)
FUNCTION: Delete1Forward(pdp)
FUNCTION: EndOfLine(pdp)
        calledBy:
            ParseInput in par_base.c, (null)
            ShowBindings in par_util.c, (null)
```

FUNCTION: Forward1Char(pdp)
FUNCTION: GobbleWord(pdp)
FUNCTION: Delete1Backward(pdp)
    calledBy:
        DoHelp in par_util.c, (null)
FUNCTION: KillLine(pdp)
FUNCTION: KillForward(pdp)
    calledBy:
        ParseInput in par_base.c, (null)
        CopyEarlierCommand in par_hist.c, (null)
FUNCTION: LeftWord(pdp)
FUNCTION: RightWord(pdp)
FUNCTION: DeleteWord(pdp)
FUNCTION: InsertChar(pdp, ch)
    calledBy:
        ParseInput in par_base.c, (null)
        InsertChar in par_edit.c, (null)
        CopyEarlierCommand in par_hist.c, (null)
        DoHelp in par_util.c, (null)
        ParseEscapeComplete in par_util.c, (null)
FUNCTION: ForwardChar(pdp, count)
    calledBy:
        Forward1Char in par_edit.c, (null)
        RightWord in par_edit.c, (null)
FUNCTION: BackChar(pdp, count)
    calledBy:
        ParseInput in par_base.c, (null)
        Back1Char in par_edit.c, (null)
        Delete1Backward in par_edit.c, (null)
        LeftWord in par_edit.c, (null)
        DeleteWord in par_edit.c, (null)
        InsertChar in par_edit.c, (null)
        DeleteChar in par_edit.c, (null)
FUNCTION: DeleteChar(pdp, count)
    calledBy:
        Delete1Forward in par_edit.c, (null)
        GobbleWord in par_edit.c, (null)
        Delete1Backward in par_edit.c, (null)
        KillLine in par_edit.c, (null)
        KillForward in par_edit.c, (null)
        DeleteWord in par_edit.c, (null)
FUNCTION: ScanForward(pdp)
    calledBy:
        RightWord in par_edit.c, (null)
FUNCTION: LookForward(pdp)
    calledBy:
        GobbleWord in par_edit.c, (null)
FUNCTION: ScanBackwards(pdp)
    calledBy:
        LeftWord in par_edit.c, (null)
        DeleteWord in par_edit.c, (null)
FILE: par_fields.c
    FUNCTION: ParseGetFields(argc, argv, pdp, ftable)
    FUNCTION: TypeFields(ftable, flag)

```
            calledBy:
                ParseList in par_base.c, (null)
    FUNCTION: FieldGet(ftable, bit)
            calledBy:
                ParseGetFields in par_fields.c, (null)
                TypeFields in par_fields.c, (null)
FILE: par_hist.c
    FUNCTION: CommandLog(pdp)
            calledBy:
                ParseList in par_base.c, (null)
    FUNCTION: CopyEarlierCommand(pdp)
            calledBy:
                PreviousCommand in par_hist.c, (null)
                NextCommand in par_hist.c, (null)
    FUNCTION: PreviousCommand(pdp)
    FUNCTION: NextCommand(pdp)
FILE: par_lib.c
    FUNCTION: DEFINE_TABLE(g_ParseYesNo)
    FUNCTION: KEYWORD_SELECT(NULL)
    FUNCTION: KEYWORD("yes", "affirmitive")
    FUNCTION: PUTARG(TRUE)
    FUNCTION: KEYWORD("no", "negative")
    FUNCTION: PUTARG(FALSE)
    FUNCTION: DEFINE_TABLE(g_ParseOnOff)
    FUNCTION: KEYWORD_SELECT(NULL)
    FUNCTION: KEYWORD("on", "turn on")
    FUNCTION: PUTARG(TRUE)
    FUNCTION: KEYWORD("off", "turn off")
    FUNCTION: PUTARG(FALSE)
    FUNCTION: ParseSetPrompt(argc, argv, pdp, arg2)
    FUNCTION: ParseSetTopLevel(argc, argv, pdp, arg2)
    FUNCTION: ParseGetDecimal(argc, argv, pdp, arg2)
    FUNCTION: ParseGetHex(argc, argv, pdp, arg2)
    FUNCTION: ParseGetOctal(argc, argv, pdp, arg2)
    FUNCTION: ParseGetFloat(argc, argv, pdp, arg2)
    FUNCTION: ParseGetString(argc, argv, pdp, arg2)
    FUNCTION: ParsePutArg(argc, argv, nu_pdp, arg2)
    FUNCTION: ParseOptional(argc, nu_argv, pdp, nu_arg2)
    FUNCTION: ParseConvertNumber(argc, argv, pdp, arg2, base, bname)
            calledBy:
                ParseGetDecimal in par_lib.c, (null)
                ParseGetHex in par_lib.c, (null)
                ParseGetOctal in par_lib.c, (null)
    FUNCTION: ParseConvertFloat(argc, argv, pdp, arg2)
            calledBy:
                ParseGetFloat in par_lib.c, (null)
FILE: par_unix.c
    FUNCTION: Alloc(size)
            calledBy:
                stringcopy in par_copy.c, (null)
                InitParser in par_edit.c, (null)
    FUNCTION: Free(pointer)
            calledBy:
                ParseInput in par_base.c, (null)
```

CommandLog in par_hist.c, (null)
FUNCTION: ParsePrint(ctl, va_alist)
    calledBy:
        ParseList in par_base.c, (null)
        ParseKeyword in par_base.c, (null)
        ParseGetConstant in par_const.c, (null)
        UpdateLine in par_edit.c, (null)
        RedisplayLine in par_edit.c, (null)
        InsertChar in par_edit.c, (null)
        ForwardChar in par_edit.c, (null)
        ParseGetFields in par_fields.c, (null)
        TypeFields in par_fields.c, (null)
        ParseGetString in par_lib.c, (null)
        ParseConvertNumber in par_lib.c, (null)
        ParseConvertFloat in par_lib.c, (null)
        ParsePrint in par_unix.c, IFDEF Masscomp
        ParsePrint in par_unix.c, IFDEF SIMBFLY
        ParsePrint in par_unix.c, IFDEF _GT_
        ParsePrint in par_unix.c, IFDEF mips
        DoCommand in par_util.c, (null)
        DoHelp in par_util.c, (null)
        ParseError in par_util.c, (null)
        ParseMessage in par_util.c, (null)
        ParseFindEndList in par_util.c, (null)
FILE: par_util.c
    FUNCTION: DoCommand(pdp)
    FUNCTION: DoHelp(pdp)
    FUNCTION: DoEscape(pdp)
    FUNCTION: ParseMustFree(pdp, index)
        calledBy:
            ParseGetString in par_lib.c, (null)
    FUNCTION: ParseInSet(ch, set)
        calledBy:
            ParseGetToken in par_util.c, (null)
    FUNCTION: ParseGetToken(pdp, tok)
        calledBy:
            ParseList in par_base.c, (null)
            ParseKeyword in par_base.c, (null)
            ParseCommandDone in par_base.c, (null)
            ParseGetConstant in par_const.c, (null)
            ParseGetFields in par_fields.c, (null)
            ParseGetString in par_lib.c, (null)
            ParseConvertNumber in par_lib.c, (null)
            ParseConvertFloat in par_lib.c, (null)
    FUNCTION: ParseError(pdp, arg2, msg1, msg2, msg3, msg4, msg5)
        calledBy:
            ParseInput in par_base.c, (null)
            ParseList in par_base.c, (null)
            ParseKeyword in par_base.c, (null)
            ParseCommandDone in par_base.c, (null)
            ParseGetConstant in par_const.c, (null)
            ParseGetFields in par_fields.c, (null)
            ParseGetString in par_lib.c, (null)
            ParseConvertNumber in par_lib.c, (null)

ParseConvertFloat in par_lib.c, (null)
ParseTableFind in par_util.c, (null)
FUNCTION: ParseMessage(pdp, message)
    calledBy:
        ParseList in par_base.c, (null)
        ParseCommandDone in par_base.c, (null)
FUNCTION: ParseFindEndList(first, end, begin_tok, end_tok)
    calledBy:
        ParseList in par_base.c, (null)
        ParseKeyword in par_base.c, (null)
FUNCTION: ParseMatch(command, token)
    calledBy:
        ParseKeyword in par_base.c, (null)
        ParseGetConstant in par_const.c, (null)
        ParseGetFields in par_fields.c, (null)
        ParseTableFind in par_util.c, (null)
FUNCTION: ParseTableFind(pdp, table, token, escape_used, entry)
    calledBy:
        ParseGetConstant in par_const.c, (null)
        ParseGetFields in par_fields.c, (null)
FUNCTION: ParseEscapeComplete(pdp, token, addspace, nchars)
    calledBy:
        ParseKeyword in par_base.c, (null)
        ParseGetConstant in par_const.c, (null)
        ParseGetFields in par_fields.c, (null)
FUNCTION: uc(ch)
FUNCTION: ShowBindings(pdp)

DIRECTORY: ./common/libsrc/libpvis

FILE: pv_checkvis.c
    FUNCTION: pve_checkvis(pvparams)
        calledBy:
            SimpleRequestHandler in ivsvr.c, (null)
            InterVehicleRequestHandler in ivsvr.c, (null)
            intervisibility in intervis.c, (null)
            new_intervis in intervis.c, IF DEBUG_PT_TO_PT
            new_intervis in intervis.c, IF ! DEBUG_RM_SEGMENT_TEST
            intervis_360 in intervis.c, IFDEF OBSOLETE
            real_intervis_360 in intervis.c, (null)
            intervis_vehicles in intervis.c, (null)
            emb_attenuate in intervis.c, (null)
    FUNCTION: startup()
        calledBy:
            pve_checkvis in pv_checkvis.c, (null)
    FUNCTION: clip_to_tdb(x_1, y_1, x_2, y_2)
        calledBy:
            startup in pv_checkvis.c, (null)
    FUNCTION: test_mins()
        calledBy:
            pve_checkvis in pv_checkvis.c, (null)
    FUNCTION: test_maxima()
        calledBy:
            pve_checkvis in pv_checkvis.c, (null)

FUNCTION: patch()
    calledBy:
        test_maxima in pv_checkvis.c, (null)
FUNCTION: terrain()
    calledBy:
        patch in pv_checkvis.c, (null)
FUNCTION: check_edges(edge, verticesp, edgesp, type)
    calledBy:
        terrain in pv_checkvis.c, (null)
FUNCTION: get_mid_pt(newptp, pt1p, pt2p, lambda)
FUNCTION: compute_mid(midpointp, point1p, weight1, point2p)
FUNCTION: check_edge_hit(pointp, type)
    calledBy:
        check_edges in pv_checkvis.c, (null)
FUNCTION: count_vtx1_hit(type)
    calledBy:
        check_edges in pv_checkvis.c, IF COUNT_HITS
FUNCTION: count_vtx2_hit(type)
    calledBy:
        check_edges in pv_checkvis.c, IF COUNT_HITS
FUNCTION: count_mid_hit(type)
    calledBy:
        check_edges in pv_checkvis.c, IF COUNT_HITS
FUNCTION: report_edge_hit(msg, edge, vertp, dot)
    calledBy:
        check_edges in pv_checkvis.c, IF DEBUG_EDGES
FUNCTION: print_edge(edge, vertex1p, vertex2p)
    calledBy:
        check_edges in pv_checkvis.c, IF DEBUG_LIST_EDGES
FUNCTION: edge_glw_miss(edge, edge_glw, ray_glw)
    calledBy:
        check_edges in pv_checkvis.c, IF DEBUG_LIST_EDGES
FUNCTION: edge_z_miss(edge)
    calledBy:
        check_edges in pv_checkvis.c, IF DEBUG_LIST_EDGES
FUNCTION: objects()
    calledBy:
        patch in pv_checkvis.c, (null)
FUNCTION: obstacle()
    calledBy:
        objects in pv_checkvis.c, (null)

DIRECTORY: ./common/libsrc/libreader

FILE: lexer.c
    FUNCTION: yylex()
        calledBy:
            yyparse in parser.c, (null)
    FUNCTION: yylook()
        calledBy:
            yylex in lexer.c, (null)
    FUNCTION: yyback(p, m)
        calledBy:
            yylook in lexer.c, (null)

FUNCTION: yyinput()
FUNCTION: yyoutput(c)
FUNCTION: yyunput(c)
FILE: parser.c
    FUNCTION: stack_push(data_ptr, stack_ptr)
        calledBy:
            stack_push_array in parser.c, (null)
            yyparse in parser.c, (null)
    FUNCTION: stack_push_array(arr, stack_ptr)
        calledBy:
            yyparse in parser.c, (null)
    FUNCTION: free_stack(stack_ptr)
        calledBy:
            free_stack in parser.c, (null)
            yyparse in parser.c, (null)
    FUNCTION: make_array(stack_ptr)
        calledBy:
            yyparse in parser.c, (null)
    FUNCTION: copy_stack_to_array(s, r)
        calledBy:
            make_array in parser.c, (null)
            copy_stack_to_array in parser.c, (null)
    FUNCTION: yyerror(s)
        calledBy:
            yylex in lexer.c, (null)
            yyparse in parser.c, (null)
    FUNCTION: reader_find_file(fname, dir, du)
    FUNCTION: reader_read_file(fname, du)
        calledBy:
            reader_find_file in parser.c, (null)
    FUNCTION: yyparse()
        calledBy:
            reader_read_file in parser.c, (null)
FILE: symbol.c
    FUNCTION: init_symbol_table()
    FUNCTION: get_symbol(s)
        calledBy:
            yylex in lexer.c, (null)
            get_symbol_with_quotes in symbol.c, IFNDEF NO_SYMBOLS
    FUNCTION: get_symbol_with_quotes(s)
        calledBy:
            yylex in lexer.c, (null)
    FUNCTION: describe_symbol_table(printp)
    FUNCTION: Do_Hash(String_Ptr, String_Length)
        calledBy:
            get_symbol in symbol.c, IFNDEF NO_SYMBOLS
    FUNCTION: get_symbol_value(s)
        calledBy:
            yylex in lexer.c, (null)
            yyparse in parser.c, (null)
    FUNCTION: set_symbol_value(s, v)
        calledBy:
            yyparse in parser.c, (null)
    FUNCTION: get_symbol(s)

```
        calledBy:
            yylex in lexer.c, (null)
            get_symbol_with_quotes in symbol.c, IFNDEF NO_SYMBOLS
    FUNCTION: get_symbol_with_quotes(s)
        calledBy:
            yylex in lexer.c, (null)
    FUNCTION: get_symbol_value(s)
        calledBy:
            yylex in lexer.c, (null)
            yyparse in parser.c, (null)
    FUNCTION: set_symbol_value(s, v)
        calledBy:
            yyparse in parser.c, (null)
FILE: tags.c
    FUNCTION: is_probably_a_string(s)
        calledBy:
            tag_error in tags.c, (null)
    FUNCTION: tag_error(tag, table, tagged, errlevel)
        calledBy:
            find_tag in tags.c, (null)
            find_tag_sorted in tags.c, (null)
    FUNCTION: find_tag(tag, table, tagged, errlevel)
    FUNCTION: cmp_tags(du0, du1)
    FUNCTION: sort_tag_table(table, tagged)
    FUNCTION: binarysearch_tag(key, first, last)
        calledBy:
            binarysearch_tag in tags.c, (null)
            find_tag_sorted in tags.c, (null)
    FUNCTION: find_tag_sorted(tag, table, tagged, errlevel)
    FUNCTION: member_tag(tag, table)
```

DIRECTORY: ./common/libsrc/librtc

```
FILE: rtc_timing.c
    FUNCTION: rtc_init_clock()
    FUNCTION: rtc_read_clock()
        calledBy:
            rtc_start_time in rtc_timing.c, (null)
            rtc_stop_time in rtc_timing.c, (null)
    FUNCTION: rtc_start_time(bitnum)
        calledBy:
            rva_tick_rva in rva_tick.c, (null)
    FUNCTION: rtc_stop_time(bitnum)
        calledBy:
            rva_tick_rva in rva_tick.c, (null)
    FUNCTION: rtc_time_history(temp_str, bitnum)
    FUNCTION: rtc_print_time(temp_str, bitnum)
        calledBy:
            rtc_print_permanent in rtc_timing.c, (null)
    FUNCTION: rtc_simul_history()
    FUNCTION: rtc_print_overrun()
    FUNCTION: rtc_print1()
    FUNCTION: rtc_overrun()
        calledBy:
```

                rtc_print_overrun in rtc_timing.c, (null)
        FUNCTION: rtc_print_permanent()
        FUNCTION: rtc_get_tick_rate()
        FUNCTION: rtc_get_start(bitnum)
        FUNCTION: rtc_start_time(bitnum)
            calledBy:
                rva_tick_rva in rva_tick.c, (null)
        FUNCTION: rtc_stop_time(bitnum)
            calledBy:
                rva_tick_rva in rva_tick.c, (null)
        FUNCTION: rtc_time_history()
        FUNCTION: rtc_time_history1()
        FUNCTION: rtc_time_history2()
        FUNCTION: rtc_time_history3()
        FUNCTION: rtc_print_time(bitnum)
            calledBy:
                rtc_print_permanent in rtc_timing.c, (null)
        FUNCTION: rtc_print_overrun()
        FUNCTION: rtc_print1()
        FUNCTION: rtc_overrun()
            calledBy:
                rtc_print_overrun in rtc_timing.c, (null)
        FUNCTION: rtc_print_permanent()
        FUNCTION: rtc_simul_history()

DIRECTORY: ./common/libsrc/librva

FILE: rva_adjust.c
    FUNCTION: rva_adjust_vehicles(elapsed_time)
        calledBy:
            rva_tick_rva in rva_tick.c, (null)
FILE: rva_blades.c
    FUNCTION: rva_rotate_rwa_blades(curr_veh, ticks_per_second)
        calledBy:
            rva_adjust_vehicles in rva_adjust.c, (null)
FILE: rva_debug.c
    FUNCTION: rva_turn_debug_on()
    FUNCTION: rva_turn_debug_off()
    FUNCTION: rva_dump_priority_lists()
FILE: rva_forget.c
    FUNCTION: rva_forget_about_vehicle(vehicle_id)
        calledBy:
            delete_vehicles_from_list in rva_pr_rm.c, (null)
            process_known_vehicle in rva_update.c, (null)
    FUNCTION: rva_delete_veh_entry(entry)
FILE: rva_hash.c
    FUNCTION: rva_alloc_rva_table()
        calledBy:
            rva_setup in rva_setup.c, (null)
    FUNCTION: rva_init_hash_table()
        calledBy:
            rva_init in rva_init.c, (null)
    FUNCTION: rva_find_hash_entry(vid)
        calledBy:

        rva_forget_about_vehicle in rva_forget.c, (null)
        rva_make_vehicle_visible in rva_invis.c, (null)
        rva_make_vehicle_invisible in rva_invis.c, (null)
        rva_smooth_vehicle in rva_smooth.c, (null)
        rva_dont_smooth_vehicle in rva_smooth.c, (null)
        rva_process_update in rva_update.c, (null)
        rva_get_veh_app_pkt in rva_veh_app.c, (null)
        rva_get_veh_distance_squared in rva_veh_app.c, (null)
    FUNCTION: rva_delete_hash_entry(vid)
      calledBy:
        rva_delete_veh_entry in rva_forget.c, (null)
    FUNCTION: rva_add_hash_entry(vid)
      calledBy:
        process_unknown_vehicle in rva_update.c, (null)
FILE: rva_init.c
    FUNCTION: rva_init()
      calledBy:
        NetworkInit in network.c, (null)
FILE: rva_invis.c
    FUNCTION: rva_make_vehicle_visible(veh_id)
      calledBy:
        process_known_vehicle in rva_update.c, (null)
    FUNCTION: rva_make_vehicle_invisible(veh_id)
      calledBy:
        process_known_vehicle in rva_update.c, (null)
FILE: rva_lists.c
    FUNCTION: rva_get_list_of_user_output_lists()
      calledBy:
        rva_adjust_vehicles in rva_adjust.c, (null)
    FUNCTION: get_list_num()
      calledBy:
        rva_create_output_list in rva_lists.c, (null)
    FUNCTION: rva_create_output_list(inclusion_fn, range)
    FUNCTION: rva_delete_output_list(list_id)
    FUNCTION: rva_get_rva_output_list(list_id)
      calledBy:
        rva_build_list in rva_lists.c, (null)
        rva_dont_build_list in rva_lists.c, (null)
        rva_get_output_list in rva_lists.c, (null)
    FUNCTION: rva_build_list(list_id)
    FUNCTION: rva_dont_build_list(list_id)
    FUNCTION: rva_zero_output_lists()
      calledBy:
        rva_tick_rva in rva_tick.c, (null)
    FUNCTION: rva_get_output_list(list_id, list, num_vehicles)
      calledBy:
        NetworkDumpRva in network.c, (null)
        ResetVehicleList in network.c, (null)
FILE: rva_loc.c
FILE: rva_pr_get.c
    FUNCTION: rva_get_priority_list(vap, r_squared)
      calledBy:
        process_known_vehicle in rva_update.c, (null)
        process_unknown_vehicle in rva_update.c, (null)

FILE: rva_pr_init.c
    FUNCTION: rva_priority_setup(pri_data_file)
        calledBy:
            rva_setup in rva_setup.c, (null)
FILE: rva_pr_loc.c
FILE: rva_pr_rm.c
    FUNCTION: rva_remove_veh_from_pri_list(veh, pri_list)
        calledBy:
            process_known_vehicle in rva_update.c, (null)
    FUNCTION: delete_vehicles_from_list(pri_list)
FILE: rva_range.c
    FUNCTION: rva_get_max_range_sqrd()
    FUNCTION: rva_check_range(center)
    FUNCTION: rva_dont_check_range()
    FUNCTION: rva_get_range_sqrd(loc)
        calledBy:
            process_known_vehicle in rva_update.c, (null)
            process_unknown_vehicle in rva_update.c, (null)
FILE: rva_setup.c
    FUNCTION: rva_setup(pri_list_file)
        calledBy:
            NetworkInit in network.c, (null)
FILE: rva_smooth.c
    FUNCTION: rva_smooth_toggle_ghost_mode()
    FUNCTION: rva_smooth_toggle_smoothing()
    FUNCTION: rva_smooth_init_veh(r)
        calledBy:
            process_unknown_vehicle in rva_update.c, (null)
    FUNCTION: rva_smooth_get_new_velocities(r, vap)
        calledBy:
            rva_smooth_process_dynamic in rva_smooth.c, (null)
    FUNCTION: rva_smooth_process_dynamic(r, vap)
        calledBy:
            rva_process_update in rva_update.c, (null)
    FUNCTION: rva_smooth_dead_reckon(r, elapsed_time)
        calledBy:
            rva_adjust_vehicles in rva_adjust.c, (null)
    FUNCTION: rva_set_smooth_cutoff(cutoff)
        calledBy:
            rva_priority_setup in rva_pr_init.c, (null)
    FUNCTION: rva_get_smooth_cutoff()
        calledBy:
            rva_adjust_vehicles in rva_adjust.c, (null)
            rva_process_update in rva_update.c, (null)
    FUNCTION: rva_smooth_vehicle(vid)
    FUNCTION: rva_dont_smooth_vehicle(vid)
FILE: rva_tick.c
    FUNCTION: rva_get_last_frame_time()
        calledBy:
            rva_smooth_get_new_velocities in rva_smooth.c, (null)
    FUNCTION: rva_tick_rva(time_elapsed)
        calledBy:
            NetworkUpdateRva in network.c, (null)
    FUNCTION: rva_set_rva_complete_function(fn)

FILE: rva_update.c
    FUNCTION: process_known_vehicle(r, vap)
        calledBy:
            rva_process_update in rva_update.c, (null)
    FUNCTION: process_unknown_vehicle(vap)
        calledBy:
            rva_process_update in rva_update.c, (null)
    FUNCTION: rva_process_update(vap)
        calledBy:
            rva_smooth_process_dynamic in rva_smooth.c, (null)
            process_a_packet in network.c, (null)
FILE: rva_veh_app.c
    FUNCTION: rva_get_veh_app_pkt(vehicle)
    FUNCTION: rva_get_veh_distance_squared(vehicle)

DIRECTORY: ./common/libsrc/libshm

FILE: attach.c
    FUNCTION: attachshm(key, size, createflag)
        calledBy:
            map_buffers in net_stuf.c, IFNDEF SIMBFLY, IFDEF MASSCOMP
FILE: detach.c
    FUNCTION: detachshm(shmaddr)
        calledBy:
            net_close in net_clos.c, IFDEF MASSCOMP
            unmap_buffers in net_stuf.c, IFNDEF SIMBFLY, IFDEF MASSCOMP
FILE: remove.c
    FUNCTION: removeshm(key, size)

DIRECTORY: ./common/libsrc/libsv

FILE: ast.c
    FUNCTION: (*astHandler)()
    FUNCTION: AstTask()
    FUNCTION: sv_ast_setup(device, is_channel_a, handler)
        calledBy:
            main in svtst.c, (null)
    FUNCTION: sv_ast_unsetup()
        calledBy:
            main in svtst.c, (null)
    FUNCTION: sv_get_astpri()
FILE: bitcount.c
    FUNCTION: sv_get_bitcount(encoding)
FILE: close.c
    FUNCTION: sv_close(h)
FILE: duration.c
    FUNCTION: sv_get_duration(encoding)
FILE: ifx.c
    FUNCTION: ifx_install(device, driver, args)
        calledBy:
            sv_install in install.c, IFDEF MASSCOMP
    FUNCTION: ifx_remove(device)
        calledBy:
            sv_remove in remove.c, (null)
    FUNCTION: ifx_open(device, mode, desc)

            calledBy:
                access_cmc in net_acce.c, IFNDEF SIMBFLY, IFDEF _GT_
                open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
                get_type in net_open.c, IFDEF _GT_
                sv_open in open.c, (null)
    FUNCTION: ifx_close(desc)
            calledBy:
                net_close in net_clos.c, IFDEF _GT_
                open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
                get_type in net_open.c, IFDEF _GT_
                sv_close in close.c, (null)
    FUNCTION: ifx_ioctl(desc, args)
            calledBy:
                access_cmc in net_acce.c, IFNDEF SIMBFLY, IFDEF _GT_
                open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
                get_type in net_open.c, IFDEF _GT_
                AstTask in ast.c, IFDEF _GT_
                sv_ast_setup in ast.c, IFDEF _GT_
                sv_ast_setup in ast.c, IFDEF MASSCOMP
                sv_ast_unsetup in ast.c, IFDEF _GT_
                sv_ast_unsetup in ast.c, IFDEF MASSCOMP
                sv_rate in rate.c, (null)
                sv_recv in recv.c, (null)
                sv_restart in restart.c, (null)
                sv_send in send.c, (null)
                sv_thresh in thresh.c, (null)
    FUNCTION: ifx_read(h, buf, count, actual)
            calledBy:
                read in util.c, IFDEF _GT_
    FUNCTION: ifx_write(h, buf, count, actual)
    FUNCTION: device_to_number(device)
            calledBy:
                ifx_install in ifx.c, IFNDEF _GT_
                ifx_remove in ifx.c, IFNDEF _GT_
                ifx_open in ifx.c, IFNDEF _GT_
    FUNCTION: ifx_attach(io_handler, mode, fd, ccb)
            calledBy:
                sv_driver in sv_dvr.c, (null)
FILE: install.c
    FUNCTION: sv_install(dev, address, level, vector, program, programLength, flags)
            calledBy:
                main in svtst.c, IFDEF MASSCOMP
FILE: open.c
    FUNCTION: sv_open(dev, flags)
            calledBy:
                main in svtst.c, (null)
FILE: rate.c
    FUNCTION: sv_rate(h, rate)
FILE: recv.c
    FUNCTION: sv_recv(h, frame, flags)
            calledBy:
                sv_handler in svtst.c, (null)
FILE: remove.c
    FUNCTION: sv_remove(dev)

FILE: restart.c
   FUNCTION: sv_restart(h)
     calledBy:
       main in svtst.c, (null)
FILE: send.c
   FUNCTION: sv_send(h, frame, flags)
FILE: thresh.c
   FUNCTION: sv_thresh(h, thresh)

DIRECTORY: ./common/libsrc/libsvdvr

FILE: check_addr.c
   FUNCTION: signal_handler()
   FUNCTION: check_address(address, access)
     calledBy:
       sv_driver in sv_dvr.c, (null)
   FUNCTION: check_address(address, access)
     calledBy:
       sv_driver in sv_dvr.c, (null)
FILE: map_addr.c
   FUNCTION: map_address(paddr, size)
     calledBy:
       sv_driver in sv_dvr.c, (null)
   FUNCTION: unmap_address(vaddr, size)
     calledBy:
       sv_driver in sv_dvr.c, (null)
   FUNCTION: map_address(paddr, size)
     calledBy:
       sv_driver in sv_dvr.c, (null)
   FUNCTION: unmap_address(vaddr, size)
     calledBy:
       sv_driver in sv_dvr.c, (null)
FILE: sanity.c
   FUNCTION: sv_sanity(msg, expected)
     calledBy:
       sv_read in sv_util.c, (null)
       sv_write in sv_util.c, (null)
FILE: sv_do.c
   FUNCTION: do_reset(device, pstatus_A, pstatus_B)
     calledBy:
       sv_start in sv_util.c, (null)
       main in netcon.c, (null)
   FUNCTION: do_download(device, program, count, pstatus)
     calledBy:
       sv_start in sv_util.c, (null)
   FUNCTION: do_change(device, changes, data, count)
     calledBy:
       sv_io in sv_dvr.c, (null)
       sv_start in sv_util.c, (null)
   FUNCTION: millisecond_delay(msec)
     calledBy:
       do_reset in sv_do.c, (null)
FILE: sv_dvr.c
   FUNCTION: sv_driver0(req, stub, pl)

FUNCTION: sv_driver1(req, stub, pl)
FUNCTION: sv_driver2(req, stub, pl)
FUNCTION: sv_driver3(req, stub, pl)
FUNCTION: sv_driver4(req, stub, pl)
FUNCTION: sv_driver5(req, stub, pl)
FUNCTION: sv_driver6(req, stub, pl)
FUNCTION: sv_driver7(req, stub, pl)
FUNCTION: sv_driver8(req, stub, pl)
FUNCTION: sv_driver9(req, stub, pl)
FUNCTION: sv_drivera(req, stub, pl)
FUNCTION: sv_driverb(req, stub, pl)
FUNCTION: sv_driverc(req, stub, pl)
FUNCTION: sv_driverd(req, stub, pl)
FUNCTION: sv_drivere(req, stub, pl)
FUNCTION: sv_driverf(req, stub, pl)
FUNCTION: sv_driver(req, stub, pl, dev)
    calledBy:
        ifx_install in ifx.c, IFNDEF _GT_
        ifx_remove in ifx.c, IFNDEF _GT_
        ifx_open in ifx.c, IFNDEF _GT_
        sv_driver0 in sv_dvr.c, (null)
        sv_driver1 in sv_dvr.c, (null)
        sv_driver2 in sv_dvr.c, (null)
        sv_driver3 in sv_dvr.c, (null)
        sv_driver4 in sv_dvr.c, (null)
        sv_driver5 in sv_dvr.c, (null)
        sv_driver6 in sv_dvr.c, (null)
        sv_driver7 in sv_dvr.c, (null)
        sv_driver8 in sv_dvr.c, (null)
        sv_driver9 in sv_dvr.c, (null)
        sv_drivera in sv_dvr.c, (null)
        sv_driverb in sv_dvr.c, (null)
        sv_driverc in sv_dvr.c, (null)
        sv_driverd in sv_dvr.c, (null)
        sv_drivere in sv_dvr.c, (null)
        sv_driverf in sv_dvr.c, (null)
FUNCTION: sv_io(req, ccb, pl)
    calledBy:
        ifx_close in ifx.c, IFNDEF _GT_
        ifx_ioctl in ifx.c, IFNDEF _GT_
FUNCTION: sv_ints_off(dev)
    calledBy:
        sv_driver in sv_dvr.c, (null)
        sv_io in sv_dvr.c, (null)
FUNCTION: sv_int(dev)
FILE: sv_util.c
    FUNCTION: sv_read(msg, array, psv, use_a, expected)
        calledBy:
            do_reset in sv_do.c, (null)
            do_download in sv_do.c, (null)
            sv_io in sv_dvr.c, (null)
    FUNCTION: sv_write(msg, array, psv, use_a)
        calledBy:
            do_reset in sv_do.c, (null)

                    do_download in sv_do.c, (null)
                    do_change in sv_do.c, (null)
                    sv_io in sv_dvr.c, (null)
           FUNCTION: sv_start(dev, restart)
              calledBy:
                    sv_driver in sv_dvr.c, IFDEF _GT_
                    sv_io in sv_dvr.c, (null)

DIRECTORY: ./common/libsrc/libtdb

No files defined.

DIRECTORY: ./common/libsrc/libtdb/man

No files defined.

DIRECTORY: ./common/libsrc/libtdb/src

FILE: cache_alloc.c
    FUNCTION: cache_init(number_of_patches_in_cache)
        calledBy:
            tdb_init_cache in tdb_init.c, (null)
    FUNCTION: cache_and_file_terminate()
        calledBy:
            tdb_terminate in tdb_init.c, (null)
FILE: cache_cntl.c
    FUNCTION: tdb_cache_enable()
        calledBy:
            delta_contour in delt_contour.c, (null)
            paint_square_region in new_zoom.c, (null)
            highlight_altitude_hazard in new_zoom.c, (null)
    FUNCTION: tdb_cache_disable()
        calledBy:
            tdb_init_memory in memory.c, IFNDEF SIMBFLY
            delta_contour in delt_contour.c, (null)
            paint_square_region in new_zoom.c, (null)
            highlight_altitude_hazard in new_zoom.c, (null)
    FUNCTION: tdb_p_cache_enabled()
FILE: cache_data.c
FILE: cache_init.c
    FUNCTION: init_patch_indices(patch_indices)
        calledBy:
            cache_init in cache_alloc.c, (null)
            memory_init in memory.c, IFNDEF SIMBFLY
    FUNCTION: init_terrain_cache(tccp, number_of_patches)
        calledBy:
            cache_init in cache_alloc.c, (null)
            tdb_cache_enable in cache_cntl.c, (null)
    FUNCTION: init_cache_map(cache_map)
        calledBy:
            cache_init in cache_alloc.c, (null)
            tdb_cache_enable in cache_cntl.c, (null)
    FUNCTION: tdb_init_patch_guards()
        calledBy:
            OnceOnlyInitialization in ivsvr.c, (null)
            init_terrain_db in new_zoom.c, (null)

FILE: cache_query.c
    FUNCTION: terrain_cache_inquire(patch_index)
        calledBy:
            tdb_get_terrain in get_patch.c, (null)
    FUNCTION: tdb_get_stripe(start, end)
        calledBy:
            draw_contour_stripe in delt_contour.c, (null)
            draw_stripe in new_zoom.c, (null)
FILE: cache_queue.c
    FUNCTION: dequeue_terrain_patch(cache_index)
        calledBy:
            terrain_cache_inquire in cache_query.c, (null)
            rotate_queue in cache_queue.c, (null)
    FUNCTION: enqueue_terrain_patch(cache_index)
        calledBy:
            terrain_cache_inquire in cache_query.c, (null)
            rotate_queue in cache_queue.c, (null)
    FUNCTION: rotate_queue()
        calledBy:
            terrain_cache_inquire in cache_query.c, (null)
FILE: consistent.c
    FUNCTION: tdb_consistent()
FILE: data.c
FILE: dump.c
    FUNCTION: tdb_set_dumpfile(file)
        calledBy:
            tdb_init_memory in memory.c, IFNDEF SIMBFLY
            tdb_init_cache in tdb_init.c, (null)
    FUNCTION: tdb_get_dumpfile()
        calledBy:
            tdb_print_version in version.c, (null)
            tdb_print_format_compatible in version.c, (null)
            tdb_print_db_format in version.c, (null)
    FUNCTION: tdb_dump_terrain(coord)
    FUNCTION: dump_terrain(patch)
        calledBy:
            tdb_dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_polygon(poly, vertices)
        calledBy:
            dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_edge(edge, vertices)
        calledBy:
            dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_object(object)
        calledBy:
            dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_trline(treeline)
        calledBy:
            dump_terrain in dump.c, (null)
            tdb_print_canopy in dump.c, (null)
    FUNCTION: print_trl_hdr(treeline)
        calledBy:
            tdb_print_trline in dump.c, (null)
    FUNCTION: tdb_print_tree(tree)

calledBy:
   dump_terrain in dump.c, (null)
FUNCTION: print_grid_locator(grid_loc)
   calledBy:
      tdb_print_polygon in dump.c, (null)
      tdb_print_edge in dump.c, (null)
      print_c_poly in dump.c, (null)
FUNCTION: tdb_print_db_info(db_info)
FUNCTION: print_terrain_map(map)
   called By:
      tdb_print_db_info in dump.c, (null)
FUNCTION: tdb_print_canopy(header, vertices)
   calledBy:
      dump_terrain in dump.c, (null)
FUNCTION: print_c_hdr(header)
   calledBy:
      tdb_print_canopy in dump.c, (null)
FUNCTION: print_c_poly(poly, vertices)
   calledBy:
      tdb_print_canopy in dump.c, (null)
FUNCTION: tdb_print_cache_status()
FUNCTION: print_statistics(stats)
   calledBy:
      tdb_print_db_info in dump.c, (null)
FUNCTION: tdb_get_db_name(name)
FUNCTION: tdb_get_db_version()
FUNCTION: init_object_and_texture_names()
   calledBy:
      tdb_init_memory in memory.c, IFNDEF SIMBFLY
      tdb_init_cache in tdb_init.c, (null)
FUNCTION: get_texture_names_list()
   calledBy:
      tdb_thing_string in things.c, (null)
FUNCTION: get_object_names_list()
   calledBy:
      tdb_thing_string in things.c, (null)
FILE: elevation.c
   FUNCTION: tdb_shade_get_z(coord, check_objects, sun_angle, shade_flag)
      calledBy:
         tdb_get_z in elevation.c, (null)
         tracks_set_support_plane in h_to_w.c, (null)
   FUNCTION: tdb_get_z(coord, check_objects)
      calledBy:
         clip_to_tdb in pv_checkvis.c, (null)
         tdb_consistent in consistent.c, (null)
         tracks_set_support_plane in h_to_w.c, (null)
         SimpleRequestHandler in ivsvr.c, (null)
         InterVehicleRequestHandler in ivsvr.c, (null)
         get_elevation in get_elev.c, (null)
   FUNCTION: find_support(support_poly, coord, grid_map, vertices, polys)
      calledBy:
         tdb_shade_get_z in elevation.c, (null)
   FUNCTION: p_poly_provides_support(current_poly, coord, vertices)
      calledBy:

find_support in elevation.c, (null)
FUNCTION: find_height_on_poly(current_poly, coord, vertices)
    calledBy:
        tdb_shade_get_z in elevation.c, (null)
FUNCTION: get_grid_number(coord)
    calledBy:
        find_support in elevation.c, (null)
FILE: error.c
    FUNCTION: tdb_error()
        calledBy:
            test_maxima in pv_checkvis.c, (null)
            tdb_consistent in consistent.c, (null)
            OnceOnlyInitialization in ivsvr.c, (null)
            draw_contour_stripe in delt_contour.c, (null)
            get_elevation in get_elev.c, (null)
            init_terrain_db in new_zoom.c, (null)
            draw_stripe in new_zoom.c, (null)
    FUNCTION: tdb_p_on_database(p)
FILE: get_patch.c
    FUNCTION: tdb_get_terrain(coord)
        calledBy:
            test_maxima in pv_checkvis.c, (null)
            tdb_dump_terrain in dump.c, (null)
            tdb_shade_get_z in elevation.c, (null)
            tdb_object_count in objects.c, (null)
            tdb_nth_object in objects.c, (null)
            tdb_close_object in objects.c, (null)
            tdb_obstr_object in objects.c, (null)
            tdb_trline_count in treelines.c, (null)
            tdb_nth_trline in treelines.c, (null)
            tdb_close_trline in treelines.c, (null)
            tdb_tree_count in trees.c, (null)
            tdb_nth_tree in trees.c, (null)
            tdb_close_tree in trees.c, (null)
FILE: gr_loc_num.c
    FUNCTION: tdb_get_grid_number(point, patch_size)
FILE: h_to_w.c
    FUNCTION: tdb_get_hull_to_world(point, heading, hull_to_world)
        calledBy:
            tdb_shade_place_vehicle in h_to_w.c, (null)
    FUNCTION: tracks_set_support_plane(h_to_w, h_to_o, u_norm)
        calledBy:
            tdb_get_hull_to_world in h_to_w.c, (null)
    FUNCTION: tracks_calc_unit_normal(p1, p2, p3, result)
        calledBy:
            tracks_set_support_plane in h_to_w.c, (null)
    FUNCTION: tdb_shade_place_vehicle(point, heading, hull_to_world, sun_angle,
        shade)
        calledBy:
            tdb_place_vehicle in h_to_w.c, (null)
    FUNCTION: tdb_place_vehicle(point, heading, hull_to_world)
FILE: header.c
    FUNCTION: tdb_read_header(info)
        calledBy:

                        tdb_get_tdb_info in tdb_init.c, (null)
FILE: include ͻ
    FUNCTION: polygon_include(poly, num_verts, vertices, p1)
        calledBy:
            p_poly_provides_support in elevation.c, (null)
    FUNCTION: object_include(object, p1)
        calledBy:
            tdb_shade_get_z in elevation.c, (null)
FILE: lock.c
    FUNCTION: tdb_lock_patch(coord)
    FUNCTION: tdb_unlock_patch(coord)
FILE: map.c
    FUNCTION: tdb_giv_utm_get_xy(utm_str, coord)
    FUNCTION: tdb_map_utm_to_xy(map_info, utm_str, coord)
        calledBy:
            tdb_giv_utm_get_xy in map.c, (null)
    FUNCTION: tdb_giv_xy_get_utm(coord, utm_str, prec, separator)
        calledBy:
            do_collision in collision.c, IFDEF NEEDS_WORK
            detail_display in detail.c, (null)
            detail_display in detail.c, IFDEF NEEDS_WORK
            direct_fire_hit in dir_fire.c, IFDEF OBSOLETE
            direct_fire_miss in dir_fire.c, IFDEF OBSOLETE
            update_detail_window in dyn_detail.c, IFDEF NEEDS_WORK
            pr_effect_map_coords in effects.c, IFDEF CATC
            utm_loc_and_az in features.c, (null)
            show_feature_info in features.c, (null)
            draw_horiz_grid_lines in grid.c, (null)
            draw_vert_grid_lines in grid.c, (null)
            pr_ifire_map_coords in indir_fire.c, (null)
            display_lase in lase.c, (null)
            get_coord in pvd_iface.c, (null)
            xy_get_coord in pvd_iface.c, IFDEF OLD
            current_loc in pvd_iface.c, (null)
    FUNCTION: tdb_map_xy_to_utm(map_info, coord, utm_str, prec, separator)
        calledBy:
            tdb_giv_xy_get_utm in map.c, (null)
FILE: memory.c
    FUNCTION: tdb_init_memory(pathname)
    FUNCTION: memory_init()
        calledBy:
            tdb_init_memory in memory.c, IFNDEF SIMBFLY
    FUNCTION: memory_terminate()
        calledBy:
            tdb_terminate in tdb_init.c, (null)
    FUNCTION: terrain_memory_inquire(patch_index)
        calledBy:
            tdb_get_terrain in get_patch.c, (null)
FILE: objects.c
    FUNCTION: count_objects_in_patch(objects, num_objects, location, radius)
        calledBy:
            tdb_object_count in objects.c, (null)
    FUNCTION: tdb_object_count(location, radius)

FUNCTION: get_nth_object_in_patch(objects, num_objects, location, radius, start, n, nth_object)
    calledBy:
        tdb_nth_object in objects.c, (null)
FUNCTION: tdb_nth_object(location, radius, n, nth_object)
FUNCTION: get_closest_object_in_patch(objects, num_objects, location, radius, close_one, found_one)
    calledBy:
        tdb_close_object in objects.c, (null)
FUNCTION: tdb_close_object(location, radius, closest_one)
    calledBy:
        tdb_close_thing in things.c, (null)
FUNCTION: get_obstr_object_in_patch(objects, num_objects, start, end, min_height, expansion, result, distance_squared)
    calledBy:
        tdb_obstr_object in objects.c, (null)
FUNCTION: tdb_obstr_object(start, end, min_height, expansion, object)
FUNCTION: rectangle_intersected(start, end, lower_left, upper_right, check_distance, distance_squared)
    calledBy:
        get_obstr_object_in_patch in objects.c, (null)
        tdb_obstr_object in objects.c, (null)
        object_intersected in objects.c, (null)
FUNCTION: object_intersected(start, end, object, expansion, distance_squared)
    calledBy:
        get_obstr_object_in_patch in objects.c, (null)
FILE: tdb_init.c
    FUNCTION: tdb_init_cache(pathname, number_of_patches_in_cache)
        calledBy:
            OnceOnlyInitialization in ivsvr.c, (null)
            init_terrain_db in new_zoom.c, (null)
    FUNCTION: tdb_terminate()
        calledBy:
            reinit_db in new_zoom.c, (null)
    FUNCTION: tdb_get_tdb_info(pathname, info)
        calledBy:
            tdb_init_memory in memory.c, IFNDEF SIMBFLY
            tdb_init_cache in tdb_init.c, (null)
FILE: things.c
    FUNCTION: tdb_close_thing(coord, radius, thing, flags)
        calledBy:
            print_nearest_object in objects.c, (null)
    FUNCTION: tdb_thing_string(thing, string, string_len)
        calledBy:
            print_nearest_object in objects.c, (null)
FILE: treelines.c
    FUNCTION: count_treelines_in_patch(treelines, num_treelines, location, radius)
        calledBy:
            tdb_trline_count in treelines.c, (null)
    FUNCTION: tdb_trline_count(location, radius)
    FUNCTION: get_nth_treeline_in_patch(treelines, num_treelines, location, radius, start, n, nth_treeline)
        calledBy:
            tdb_nth_trline in treelines.c, (null)

FUNCTION: tdb_nth_trline(location, radius, n, nth_treeline)
FUNCTION: get_closest_treeline_in_patch(treelines, num_treelines, location, radius,
      close_one, found_one)
   calledBy:
      tdb_close_trline in treelines.c, (null)
FUNCTION: tdb_close_trline(location, radius, closest_one)
   calledBy:
      tdb_close_thing in things.c, (null)
FILE: trees.c
   FUNCTION: count_trees_in_patch(trees, num_trees, location, radius)
     calledBy:
       tdb_tree_count in trees.c, (null)
   FUNCTION: tdb_tree_count(location, radius)
   FUNCTION: get_nth_tree_in_patch(trees, num_trees, location, radius, start, n,
      nth_tree)
     calledBy:
       tdb_nth_tree in trees.c, (null)
   FUNCTION: tdb_nth_tree(location, radius, n, nth_tree)
   FUNCTION: get_closest_tree_in_patch(trees, num_trees, location, radius, close_one,
      found_one)
     calledBy:
       tdb_close_tree in trees.c, (null)
   FUNCTION: tdb_close_tree(location, radius, closest_one)
     calledBy:
       tdb_close_thing in things.c, (null)
FILE: version.c
   FUNCTION: tdb_print_version()
   FUNCTION: tdb_print_format_compatible()
   FUNCTION: tdb_print_db_format()
   FUNCTION: tdb_right_format()
     calledBy:
       tdb_init_memory in memory.c, IFNDEF SIMBFLY
       tdb_init_cache in tdb_init.c, (null)
   FUNCTION: tdb_get_db_format(buffer)
     calledBy:
       tdb_error in error.c, (null)
       tdb_print_db_format in version.c, (null)
       tdb_right_format in version.c, (null)

DIRECTORY: ./common/libsrc/libtmr

FILE: tmr.c
   FUNCTION: tmr_cancel(id)
   FUNCTION: tmr_init()
     calledBy:
       TimersInit in timers.c, (null)
   FUNCTION: tmr_post(func, argp, ticks, cancel)
     calledBy:
       NetworkUpdateRva in network.c, (null)
   FUNCTION: tmr_tick(ticks)
     calledBy:
       TimersService in timers.c, (null)
   FUNCTION: tmr_uninit()

DIRECTORY: ./common/libsrc/libtty
FILE: bindings.c
    FUNCTION: tty_parser_init(top_level, prompt)
       calledBy:
          OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: parser_invoke_fcn_on_char(bs, c)
    FUNCTION: tty_setup_parser_break_set(top_level, prompt)
       calledBy:
          tty_parser_init in bindings.c, (null)
          tty_parser_init in geyer.c, (null)
    FUNCTION: tty_goto_parser_mode()
FILE: breakset.c
    FUNCTION: bse(bs, index)
       calledBy:
          parser_invoke_fcn_on_char in bindings.c, (null)
          print_break_set in breakset.c, (null)
          parser_invoke_fcn_on_char in geyer.c, (null)
    FUNCTION: map_key(bs, c, fcn, help_str)
    FUNCTION: tty_invoke_fcn_on_char(bs, c)
    FUNCTION: print_break_set(bs)
       calledBy:
          tty_print_help in more.c, (null)
          next_page in more.c, (null)
    FUNCTION: print_break_set_entry(bse)
       calledBy:
          print_break_set in breakset.c, (null)
    FUNCTION: tty_malloc_break_set()
       calledBy:
          tty_setup_parser_break_set in bindings.c, (null)
          tty_setup_parser_break_set in geyer.c, (null)
          tty_setup_more_break_set in more.c, (null)
          tty_setup_normal_break_set in normal.c, (null)
FILE: get.c
    FUNCTION: tty_getchar()
       calledBy:
          tty_tick in interface.c, (null)
FILE: geyer.c
    FUNCTION: tty_parser_init(top_level, prompt)
       calledBy:
          OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: parser_invoke_fcn_on_char(bs, c)
    FUNCTION: tty_setup_parser_break_set(top_level, prompt)
       calledBy:
          tty_parser_init in bindings.c, (null)
          tty_parser_init in geyer.c, (null)
    FUNCTION: tty_goto_parser_mode()
FILE: init.c
    FUNCTION: tty_setup_modes()
       calledBy:
          tty_parser_init in bindings.c, (null)
          tty_parser_init in geyer.c, IFDEF mips
          tty_init in normal.c, (null)

```
                    OnceOnlyInitialization in ivsvr.c, (null)
          FUNCTION: tty_restore_modes_and_exit()
          FUNCTION: tty_restore_modes()
             calledBy:
                    tty_restore_modes_and_exit in init.c, (null)
                    tty_exit in interface.c, (null)
FILE: interface.c
          FUNCTION: tty_tick()
             calledBy:
                    main in ivsvr.c, (null)
          FUNCTION: tty_jam(c)
             calledBy:
                    OnceOnlyInitialization in ivsvr.c, (null)
          FUNCTION: tty_exit()
FILE: more.c
          FUNCTION: tty_setup_more_break_set()
             calledBy:
                    tty_init in normal.c, (null)
          FUNCTION: tty_print_help(c, bs)
          FUNCTION: next_page(c, bs)
          FUNCTION: reset_counters_etc()
             calledBy:
                    print_break_set in breakset.c, (null)
                    flush in more.c, (null)
          FUNCTION: flush(c, bs)
          FUNCTION: write_string_to_tty(s)
             calledBy:
                    print_break_set_entry in breakset.c, (null)
FILE: normal.c
          FUNCTION: tty_init()
          FUNCTION: tty_setup_normal_break_set()
             calledBy:
                    tty_init in normal.c, (null)
```

DIRECTORY: ./common/libsrc/libuseful

```
FILE: format.c
          FUNCTION: strchr(s, c)
             calledBy:
                    find_arg_type in format.c, IFDEF _GT_
                    format_decoder in format.c, IFDEF _GT_
                    display_window_string in help.c, (null)
                    strip_char in help.c, (null)
          FUNCTION: find_arg_type(s)
             calledBy:
                    format_decoder in format.c, IFDEF _GT_
          FUNCTION: format_decoder(buf_addr, fmt, ap)
             calledBy:
                    ParsePrint in par_unix.c, IFDEF _GT_
          FUNCTION: copybuf(buf, start, end)
             calledBy:
                    format_decoder in format.c, IFDEF _GT_
          FUNCTION: FaKeFuNcTiOn()
FILE: millitime.c
```

FUNCTION: millitime()

DIRECTORY: ./common/src
No files defined.

DIRECTORY: ./common/src/bbd
No files defined.

DIRECTORY: ./common/src/bbd/include
No files defined.

DIRECTORY: ./common/src/cmc
No files defined.

DIRECTORY: ./common/src/cmc/include
No files defined.

DIRECTORY: ./common/src/dr11
No files defined.

DIRECTORY: ./common/src/dr11/include
No files defined.

DIRECTORY: ./common/src/ex
No files defined.

DIRECTORY: ./common/src/ex/extst
FILE: extst.c
    FUNCTION: main(argc, argv)

DIRECTORY: ./common/src/ex/extst2
FILE: extst2.c
    FUNCTION: CalculateChecksum(buf, size)
        calledBy:
            do_exchanges in extst2.c, (null)
    FUNCTION: ExitGracefully()
    FUNCTION: main(argc, argv)
    FUNCTION: do_exchanges()
        calledBy:
            main in extst2.c, (null)
    FUNCTION: parse()
        calledBy:
            main in extst2.c, (null)
    FUNCTION: ReportError(message)
        calledBy:
            parse in extst2.c, (null)

DIRECTORY: ./common/src/iv
No files defined.

DIRECTORY: ./common/src/iv/doc

No files defined.

DIRECTORY: ./common/src/iv/ivclient

FILE: ivclient.c
    FUNCTION: SimpleResponseHandler(arg, obscured)
    FUNCTION: main(argc, argv)
    FUNCTION: time(tp)
        calledBy:
            IntervisibilitySynchronize in ivclient.c, (null)
            main in pvd.c, (null)
            thats_all_folks in pvd.c, (null)
            display_time in pvd_windows.c, IFDEF DISPLAY_TIME
            Text_Display in text.c, (null)

DIRECTORY: ./common/src/iv/ivsvr

FILE: ivsvr.c
    FUNCTION: main(argc, argv)
    FUNCTION: PrintBanner()
        calledBy:
            main in ivsvr.c, (null)
    FUNCTION: OnceOnlyInitialization()
        calledBy:
            main in ivsvr.c, (null)
    FUNCTION: NoopRequestHandler(arg, id, client)
    FUNCTION: SimpleRequestHandler(arg, id, from, to, height, client)
    FUNCTION: InterVehicleRequestHandler(arg, id, fromVehicleID, from, toVehicleID,
        to, height, client)
    FUNCTION: GetRvaPriorityListFile()
        calledBy:
            NetworkInit in network.c, (null)
    FUNCTION: ToggleDebug()
    FUNCTION: ExitGracefully()
    FUNCTION: ToggleIntervisibilityWithVehicles()
    FUNCTION: PrintVersion()
    FUNCTION: GetMyExerciseID()
        calledBy:
            NetworkInit in network.c, (null)
            process_a_packet in network.c, (null)
FILE: makevers.c
FILE: network.c
    FUNCTION: NetworkInit()
        calledBy:
            OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: NetworkService()
        calledBy:
            main in ivsvr.c, (null)
    FUNCTION: NetworkUpdateRva(ticksSinceLastRva, argp)
        calledBy:
            NetworkInit in network.c, (null)
    FUNCTION: NetworkDumpRva()
    FUNCTION: ResetVehicleList()
    FUNCTION: NextVehicle()
    FUNCTION: process_a_packet()

        calledBy:
            NetworkService in network.c, (null)
    FUNCTION: PacketCount()
    FUNCTION: network_get_net_handle()
        calledBy:
            filter_dump_filter_info in dump.c, (null)
            rtc_read_clock in rtc_timing.c, IFNDEF SIMBFLY, IFNDEF _GT_, IFDEF
            MASSCOMP
            rva_adjust_vehicles in rva_adjust.c, (null)
            rva_smooth_get_new_velocities in rva_smooth.c, (null)
            process_known_vehicle in rva_update.c, (null)
            process_unknown_vehicle in rva_update.c, (null)
            rva_process_update in rva_update.c, (null)
FILE: tables.c
    FUNCTION: DEFINE_TABLE(commandTable)
    FUNCTION: KEYWORD_SELECT("   Commands")
    FUNCTION: KEYWORD("debug", "-toggle debugging")
    FUNCTION: CALL(ToggleDebug)
    FUNCTION: KEYWORD("rva", "-dump rva table")
    FUNCTION: CALL(NetworkDumpRva)
    FUNCTION: KEYWORD("packets", "-received packet count")
    FUNCTION: CALL(PacketCount)
    FUNCTION: KEYWORD("no_vehicles", "-toggle using vehicles in intervisibility")
    FUNCTION: CALL(ToggleIntervisibilityWithVehicles)
    FUNCTION: KEYWORD("version", "-display software version")
    FUNCTION: CALL(PrintVersion)
    FUNCTION: KEYWORD("exit", "-exit gracefully")
    FUNCTION: CALL(ExitGracefully)
    FUNCTION: TableGetCommandTable()
        calledBy:
            OnceOnlyInitialization in ivsvr.c, (null)
FILE: timers.c
    FUNCTION: TimersInit()
        calledBy:
            OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: TimersService()
        calledBy:
            main in ivsvr.c, (null)
FILE: util.c
    FUNCTION: ftime(tp)
        calledBy:
            millisecond_delay in sv_do.c, IFDEF MASSCOMP
            millitime in millitime.c, IFNDEF _GT_, IFNDEF BF_PLUS
            TimersService in timers.c, (null)
            save_impact_info in dir_fire.c, (null)
            check_firing_duration in dir_fire.c, (null)
            save_effect_info in effects.c, IFDEF CATC
            check_effect_duration in effects.c, IFDEF CATC
            erase_all_effects in effects.c, IFDEF CATC
            save_indir_fire_info in indir_fire.c, (null)
            check_burst_duration in indir_fire.c, (null)
            erase_all_bursts in indir_fire.c, (null)
            save_laser_info in lase.c, (null)
            check_lasing_duration in lase.c, (null)

FUNCTION: fstat(fd, stat)
    calledBy:
        tdb_get_tdb_info in tdb_init.c, (null)
FUNCTION: read(fd, buf, count)
    calledBy:
        ChannelDr11Server in chdr11.c, IFDEF _GT_
        ChannelPull in chinterface.c, IFDEF _GT_
        idc_simul in i_simul.c, IFNDEF SIMBFLY
        keybrd_tty_read in read.c, IFDEF MASSCOMP
        init_patch_indices in cache_init.c, (null)
        tdb_init_patch_guards in cache_init.c, (null)
        terrain_cache_inquire in cache_query.c, (null)
        tdb_get_stripe in cache_query.c, (null)
        tdb_read_header in header.c, (null)
        memory_init in memory.c, IFNDEF SIMBFLY
        tdb_get_db_format in version.c, (null)
        tty_getchar in get.c, IFNDEF SIMBFLY, IFNDEF _GT_
        do_load in netcon.c, IFDEF MASSCOMP_MACHINE
        do_load in netcon.c, IFDEF mips
        do_load in netcon.c, IFDEF _GT_
        do_load in netcon.c, IFDEF LYNX
        do_load in netcon.c, IFDEF SUN
        read_from_file in tfx.c, IFNDEF SIMBFLY
        display_file in display_file.c, (null)
        init_stored_bitmaps in finite_zoom.c, (null)
        recall_array in save_array.c, (null)
        recall_zoom in save_zoom.c, (null)

DIRECTORY: ./common/src/net

No files defined.

DIRECTORY: ./common/src/net/include

No files defined.

DIRECTORY: ./common/src/net/netcon

FILE: netcon.c
    FUNCTION: main(argc, argv)
    FUNCTION: do_load()
        calledBy:
            main in netcon.c, (null)
    FUNCTION: do_loop(flag)
        calledBy:
            main in netcon.c, (null)
    FUNCTION: do_version()
        calledBy:
            main in netcon.c, (null)
    FUNCTION: do_reset()
        calledBy:
            sv_start in sv_util.c, (null)
            main in netcon.c, (null)
    FUNCTION: do_buffers()
        calledBy:
            main in netcon.c, (null)

FUNCTION: do_heartbeat()
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_register(op)
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_multicast(op)
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_statistics()
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_syserrors()
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_timeget()
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_timeset(newtime)
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_timecur()
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_ethernet_address()
   calledBy:
      main in netcon.c, (null)
FUNCTION: do_zerostats()
   calledBy:
      main in netcon.c, (null)
FUNCTION: openit(name, flags)
   calledBy:
      do_load in netcon.c, IFDEF _GT_
      do_load in netcon.c, IFDEF LYNX
      do_load in netcon.c, IFDEF SUN
      do_load in netcon.c, IFDEF SIMBFLY
      do_loop in netcon.c, (null)
      do_version in netcon.c, (null)
      do_reset in netcon.c, IFDEF SUN
      do_reset in netcon.c, IFDEF _GT_
      do_reset in netcon.c, IFDEF LYNX
      do_reset in netcon.c, IFDEF SIMBFLY
      do_buffers in netcon.c, (null)
      do_heartbeat in netcon.c, (null)
      do_register in netcon.c, (null)
      do_multicast in netcon.c, (null)
      do_statistics in netcon.c, (null)
      do_syserrors in netcon.c, (null)
      do_timeget in netcon.c, (null)
      do_timeset in netcon.c, (null)
      do_timecur in netcon.c, (null)
      do_ethernet_address in netcon.c, (null)
      do_zerostats in netcon.c, (null)

DIRECTORY: ./common/src/net/netdump

FILE: netdump.c
    FUNCTION: usage(program)
      calledBy:
        main in netdump.c, (null)
    FUNCTION: main(argc, argv)
    FUNCTION: print_packet(p, len)
      calledBy:
        main in netdump.c, (null)

DIRECTORY: ./common/src/net/netxr

FILE: netxr.c
    FUNCTION: main(argc, argv)
    FUNCTION: do_send(net_handle)
      calledBy:
        main in netxr.c, (null)
    FUNCTION: do_receive(net_handle)
      calledBy:
        main in netxr.c, (null)

DIRECTORY: ./common/src/net/tfx

FILE: tfx.c
    FUNCTION: main(argc, argv)
    FUNCTION: do_server(program, args, neth)
      calledBy:
        main in tfx.c, (null)
    FUNCTION: do_get(program, args, neth)
      calledBy:
        main in tfx.c, (null)
    FUNCTION: do_put(program, args, neth)
      calledBy:
        main in tfx.c, (null)
    FUNCTION: open_for_reading(name, handle)
      calledBy:
        do_server in tfx.c, (null)
        do_put in tfx.c, (null)
    FUNCTION: open_for_writing(name, size, handle)
      calledBy:
        do_server in tfx.c, (null)
        do_get in tfx.c, (null)
    FUNCTION: read_from_file(handle, buffer, count, actual_count)
      calledBy:
        do_server in tfx.c, (null)
        do_put in tfx.c, (null)
    FUNCTION: write_to_file(handle, wbuf, count, actual_count)
      calledBy:
        do_server in tfx.c, (null)
        do_get in tfx.c, (null)
    FUNCTION: seek_in_file(handle, count, actual_count)
      calledBy:
        do_server in tfx.c, (null)
    FUNCTION: close_file(handle)

```
        calledBy:
            do_server in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: file_size(handle, size)
        calledBy:
            do_server in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: print_stats()
        calledBy:
            do_server in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: start_stats(neth)
        calledBy:
            do_server in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: end_stats(neth)
        calledBy:
            do_server in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: more_total_bytes(count)
        calledBy:
            do_server in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: start_hash()
        calledBy:
            do_server in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: print_hash(count)
        calledBy:
            do_server in tfx.c, (null)
            do_get in tfx.c, (null)
            do_put in tfx.c, (null)
    FUNCTION: QuitCheck()
        calledBy:
            do_server in tfx.c, (null)
```

DIRECTORY: ./common/src/ser
No files defined.

DIRECTORY: ./common/src/ser/include
No files defined.

DIRECTORY: ./common/src/sv
No files defined.

DIRECTORY: ./common/src/sv/svtst
FILE: svtst.c

FUNCTION: sv_handler()
FUNCTION: main(argc, argv)

DIRECTORY: ./common/tools

No files defined.

DIRECTORY: ./pvd

No files defined.

DIRECTORY: ./pvd/include

No files defined.

DIRECTORY: ./pvd/include/old

No files defined.

DIRECTORY: ./pvd/src6.6.1

FILE: activate.c
   FUNCTION: init_activate_strings()
      calledBy:
         init_menus in menu.c, (null)
   FUNCTION: failed_activation(data, length, respondent, cparam)
   FUNCTION: successful_activation(data, length, respondent, cparam)
   FUNCTION: activate_vehicle(vehicle)
      calledBy:
         menu_activate_1 in menu_func.c, (null)
         menu_activate_2 in menu_func.c, (null)
         menu_activate_3 in menu_func.c, (null)
         menu_activate_4 in menu_func.c, (null)
         menu_activate_5 in menu_func.c, (null)
         menu_activate_6 in menu_func.c, (null)
         menu_activate_7 in menu_func.c, (null)
         menu_activate_8 in menu_func.c, (null)
         menu_activate_9 in menu_func.c, (null)
         menu_activate_10 in menu_func.c, (null)
   FUNCTION: set_activation_altitude_absolute()
      calledBy:
         menu_alt_abs in menu_func.c, (null)
   FUNCTION: set_activation_altitude_relative()
      calledBy:
         menu_alt_rel in menu_func.c, (null)
   FUNCTION: set_altitude(alt)
      calledBy:
         menu_altitude_1 in menu_func.c, (null)
         menu_altitude_2 in menu_func.c, (null)
         menu_altitude_3 in menu_func.c, (null)
         menu_altitude_4 in menu_func.c, (null)
         menu_altitude_5 in menu_func.c, (null)
         menu_altitude_6 in menu_func.c, (null)
         menu_altitude_7 in menu_func.c, (null)
         menu_altitude_8 in menu_func.c, (null)
         menu_altitude_9 in menu_func.c, (null)
         menu_altitude_10 in menu_func.c, (null)

FUNCTION: failed_deactivation(data, length, respondent, cparam)
FUNCTION: successful_deactivation(data, length, respondent, cparam)
FUNCTION: deactivate_vehicle(vehicle)
    calledBy:
        menu_activate_1 in menu_func.c, (null)
        menu_activate_2 in menu_func.c, (null)
        menu_activate_3 in menu_func.c, (null)
        menu_activate_4 in menu_func.c, (null)
        menu_activate_5 in menu_func.c, (null)
        menu_activate_6 in menu_func.c, (null)
        menu_activate_7 in menu_func.c, (null)
        menu_activate_8 in menu_func.c, (null)
        menu_activate_9 in menu_func.c, (null)
        menu_activate_10 in menu_func.c, (null)
FUNCTION: set_activate_mode(mode)
    calledBy:
        menu_activate_veh_mode in menu_func.c, (null)
        menu_deactivate_veh_mode in menu_func.c, (null)
FUNCTION: get_activate_mode()
    calledBy:
        menu_activate_1 in menu_func.c, (null)
        menu_activate_2 in menu_func.c, (null)
        menu_activate_3 in menu_func.c, (null)
        menu_activate_4 in menu_func.c, (null)
        menu_activate_5 in menu_func.c, (null)
        menu_activate_6 in menu_func.c, (null)
        menu_activate_7 in menu_func.c, (null)
        menu_activate_8 in menu_func.c, (null)
        menu_activate_9 in menu_func.c, (null)
        menu_activate_10 in menu_func.c, (null)
FILE: bfit.c
    FUNCTION: set_bfit_mode()
        calledBy:
            init_environment in init_env.c, (null)
    FUNCTION: get_bfit_mode()
        calledBy:
            classify_ground_vehicle in class.c, (null)
            decode_appearance in detail.c, IFDEF NEEDS_WORK
            get_vehicle_model in detail.c, (null)
            get_ground_vehicle_description in detail.c, (null)
            top_level_zoom_icon in icon.c, (null)
FILE: catc.c
    FUNCTION: catc_mouse()
        calledBy:
            draw_catc_menu in menu.c, (null)
            draw_nlos_courses_menu in menu.c, (null)
    FUNCTION: display_cursor_loc(cur_x, cur_y)
        calledBy:
            catc_mouse in catc.c, (null)
            place_controlpt in controlptif.c, (null)
            feature_event_loop in features.c, (null)
            gen_add_text in overlayif.c, (null)
            overline_create in overlineif.c, (null)
            symbol_create in symbolif.c, (null)

symbol_move in symbolif.c, (null)
FUNCTION: clean_up_fsm()
   calledBy:
      catc_mouse in catc.c, (null)
FUNCTION: mouse_middle_fsm(x, y)
   calledBy:
      catc_mouse in catc.c, (null)
FUNCTION: mouse_left_fsm(x, y)
   calledBy:
      catc_mouse in catc.c, (null)
FUNCTION: status_quo_fsm(cur_x, cur_y)
   calledBy:
      catc_mouse in catc.c, (null)
FUNCTION: set_target_type(type, mvr_type)
   calledBy:
      menu_catc_vehicle in menu_func.c, (null)
      menu_catc_mover_oblique in menu_func.c, (null)
      menu_catc_mover_frontal in menu_func.c, (null)
      menu_catc_personnel in menu_func.c, (null)
FUNCTION: init_catc()
   calledBy:
      init_graph in init_graph.c, (null)
FUNCTION: init_hues()
   calledBy:
      init_catc in catc.c, (null)
FUNCTION: create_triangle()
   calledBy:
      init_catc in catc.c, (null)
      zoom_icon in icon.c, (null)
FUNCTION: create_marked_triangle()
   calledBy:
      init_catc in catc.c, (null)
FUNCTION: add_route_seg()
   calledBy:
      drop_pt in catc.c, (null)
      drop_target in catc.c, (null)
      recall_target_list in catc_files.c, (null)
FUNCTION: add_line_seg(x, y, route_type, route, last_pt, id)
   calledBy:
      drop_pt in catc.c, (null)
      drop_target in catc.c, (null)
      recall_target_list in catc_files.c, (null)
FUNCTION: get_nearest_pt(route, pt, cur_x, cur_y)
   calledBy:
      remove_target in catc.c, (null)
      find_nearest_point_for_move in catc.c, (null)
FUNCTION: delete_line_seg(route, pt)
FUNCTION: delete_route_seg(route)
   calledBy:
      remove_target in catc.c, (null)
FUNCTION: delete_all_pt_segs(route)
   calledBy:
      delete_route_seg in catc.c, (null)
      delete_all_route_segs in catc.c, (null)

FUNCTION: delete_all_route_segs()
   calledBy:
      clear_targets in catc.c, (null)
FUNCTION: remove_target(x, y)
   calledBy:
      mouse_middle_fsm in catc.c, (null)
FUNCTION: drop_pt(cur_x, cur_y, first)
   calledBy:
      mouse_middle_fsm in catc.c, (null)
FUNCTION: erase_mover_target(rt)
   calledBy:
      remove_target in catc.c, (null)
FUNCTION: erase_target(pt)
   calledBy:
      remove_target in catc.c, (null)
FUNCTION: drop_target(cur_x, cur_y, moving)
   calledBy:
      mouse_middle_fsm in catc.c, (null)
      mouse_left_fsm in catc.c, (null)
FUNCTION: rubber_band(x, y, erase)
   calledBy:
      status_quo_fsm in catc.c, (null)
      drop_pt in catc.c, (null)
      drop_target in catc.c, (null)
FUNCTION: rubber_band_endpt(cur_x, cur_y, first, restore)
   calledBy:
      mouse_left_fsm in catc.c, (null)
      status_quo_fsm in catc.c, (null)
      find_nearest_point_for_move in catc.c, (null)
FUNCTION: rubber_band_pt(cur_x, cur_y, first, restore)
   calledBy:
      mouse_left_fsm in catc.c, (null)
      status_quo_fsm in catc.c, (null)
      find_nearest_point_for_move in catc.c, (null)
FUNCTION: draw_routes(icons)
   calledBy:
      handle_quickzoom in handle_input.c, (null)
      handle_previous_view in handle_input.c, (null)
      handle_next_view in handle_input.c, (null)
      handle_repaint in handle_input.c, (null)
      handle_zoom_out in handle_input.c, (null)
      handle_zoom_to_scale in handle_input.c, (null)
      handle_pan in handle_input.c, (null)
      handle_update_display in handle_input.c, (null)
      handle_display_zoom in handle_input.c, (null)
      draw_catc_menu in menu.c, (null)
      draw_nlos_courses_menu in menu.c, (null)
      menu_route_redraw in menu_func.c, (null)
      menu_recall_route in menu_func.c, (null)
      menu_recall_target_list in menu_func.c, (null)
      menu_show_tgt_list in menu_func.c, (null)
FUNCTION: clear_targets()
   calledBy:
      menu_catc_clear_tgt_list in menu_func.c, (null)

FUNCTION: remove_targets()
    calledBy:
        menu_catc_remove_tgt in menu_func.c, (null)
FUNCTION: place_targets()
    calledBy:
        menu_catc_place_tgt in menu_func.c, (null)
FUNCTION: move_tgt_or_pt()
    calledBy:
        menu_move_tgt_or_pt in menu_func.c, (null)
FUNCTION: draw_triangle(pt)
    calledBy:
        erase_mover_target in catc.c, (null)
        erase_target in catc.c, (null)
        rubber_band_endpt in catc.c, (null)
        rubber_band_pt in catc.c, (null)
        draw_routes in catc.c, (null)
        track_target in catc.c, (null)
FUNCTION: track_target(x, y, first, restore)
    calledBy:
        mouse_left_fsm in catc.c, (null)
        status_quo_fsm in catc.c, (null)
        find_nearest_point_for_move in catc.c, (null)
FUNCTION: find_nearest_point_for_move(x, y)
    calledBy:
        mouse_middle_fsm in catc.c, (null)
FUNCTION: unmark_id_used(pt)
    calledBy:
        delete_all_route_segs in catc.c, (null)
        erase_mover_target in catc.c, (null)
        erase_target in catc.c, (null)
FUNCTION: mark_id_used(tgt_type, id)
    calledBy:
        drop_target in catc.c, (null)
        recall_target_list in catc_files.c, (null)
FUNCTION: make_tgt_id(tgt_type, id, id_str)
    calledBy:
        erase_target in catc.c, IFDEF OLD
        drop_target in catc.c, (null)
        draw_triangle in catc.c, (null)
FILE: catc_files.c
    FUNCTION: init_catc_files()
        calledBy:
            init_catc in catc.c, (null)
    FUNCTION: init_catc_files()
        calledBy:
            init_catc in catc.c, (null)
    FUNCTION: recall_target_list()
        calledBy:
            menu_recall_route in menu_func.c, (null)
            menu_recall_target_list in menu_func.c, (null)
    FUNCTION: save_target_list()
        calledBy:
            menu_save_route in menu_func.c, (null)
            menu_save_target_list in menu_func.c, (null)

FUNCTION: map_str_to_tgt_type(string, tgt_type, mvr_type)
   calledBy:
      recall_target_list in catc_files.c, (null)
FUNCTION: list_catc_files()
   calledBy:
      menu_list_catc_files in menu_func.c, (null)
FUNCTION: delete_catc_file()
   calledBy:
      menu_delete_catc_file in menu_func.c, (null)
FUNCTION: transfer_catc_file()
   calledBy:
      menu_catc_transfer_file in menu_func.c, (null)
FILE: citv.c
   FUNCTION: draw_citv(x, y, sin_theta, cos_theta)
FILE: class.c
   FUNCTION: classify_object(object_type)
      calledBy:
         move_icon in icon.c, (null)
   FUNCTION: classify_vehicle(object_type)
      calledBy:
         classify_object in class.c, (null)
   FUNCTION: classify_ground_vehicle(object_type)
      calledBy:
         classify_vehicle in class.c, (null)
   FUNCTION: classify_air_vehicle(object_type)
      calledBy:
         classify_vehicle in class.c, (null)
   FUNCTION: classify_water_vehicle(object_type)
      calledBy:
         classify_vehicle in class.c, (null)
   FUNCTION: knots_object(object)
      calledBy:
         detail_display in detail.c, (null)
FILE: class_ammo.c
   FUNCTION: classify_ammo(ammo)
   FUNCTION: is_missile(object)
      calledBy:
         do_impact in dir_fire.c, (null)
FILE: clipper.c
   FUNCTION: clip_to_map(inside_pt, test_pt)
   FUNCTION: clip_to_rect(edge_code, start_pt, end_pt, x_min, x_max, y_min, y_max,
      x_inter, y_inter)
      calledBy:
         clip_to_map in clipper.c, (null)
FILE: cmc_table.c
   FUNCTION: do_packet_from_network(pkt)
   FUNCTION: do_packet_from_host(pkt)
   FUNCTION: do_init()
   FUNCTION: do_ioctl(p)
   FUNCTION: do_tick()
   FUNCTION: add_vehicle_to_requested_list(vid)
      calledBy:
         do_packet_from_network in cmc_table.c, (null)
   FUNCTION: flush_vehicle_from_requested_list(vid)

calledBy:
        do_packet_from_network in cmc_table.c, (null)
        time_out_requested_list in cmc_table.c, (null)
FUNCTION: is_vehicle_in_requested_list(vid)
    calledBy:
        do_packet_from_network in cmc_table.c, (null)
FUNCTION: flush_entire_requested_list()
    calledBy:
        do_ioctl in cmc_table.c, (null)
FUNCTION: time_out_requested_list()
    calledBy:
        do_tick in cmc_table.c, (null)
FILE: collision.c
    FUNCTION: do_collision(coll_variant)
        calledBy:
            Collect_World_State in pvd_misc.c, (null)
FILE: color_map.c
    FUNCTION: make_color_map(plane_mask, RGBvals)
        calledBy:
            init_icon_colors in icon.c, (null)
            init_terrain_cmap in init_cmap.c, (null)
            init_graph in init_graph.c, (null)
            init_window_colors in init_window.c, (null)
    FUNCTION: make_window_colors(RGBvals)
        calledBy:
            make_color_map in color_map.c, (null)
    FUNCTION: make_icon_colors(RGBvals)
        calledBy:
            make_color_map in color_map.c, (null)
    FUNCTION: make_terrain_colors(RGBvals)
        calledBy:
            make_color_map in color_map.c, (null)
    FUNCTION: make_contour_colors(RGBvals)
        calledBy:
            make_color_map in color_map.c, (null)
FILE: controlpt.c
    FUNCTION: controlpt_init()
        calledBy:
            overlay_init in new_overlay.c, (null)
    FUNCTION: controlpt_reset()
        calledBy:
            clear_overlays in new_overlay.c, (null)
    FUNCTION: mouse_to_controlpt(MouseX, MouseY)
        calledBy:
            select_controlpt in controlptif.c, (null)
    FUNCTION: get_free_controlpt()
        calledBy:
            controlpt_check in controlptif.c, (null)
            controlpt_coord in controlptif.c, (null)
            controlpt_con in controlptif.c, (null)
            controlpt_link in controlptif.c, (null)
            controlpt_rel in controlptif.c, (null)
            controlpt_pass in controlptif.c, (null)
            read_controlpts in over_files.c, (null)

FUNCTION: insert_controlpt(point)
    calledBy:
        controlpt_check in controlptif.c, (null)
        controlpt_coord in controlptif.c, (null)
        controlpt_con in controlptif.c, (null)
        controlpt_link in controlptif.c, (null)
        controlpt_rel in controlptif.c, (null)
        controlpt_pass in controlptif.c, (null)
        read_controlpts in over_files.c, (null)
FUNCTION: zoom_controlpt(Planes, PencilHue, ClearHue)
    calledBy:
        display_overlays in new_overlay.c, (null)
        zoom_overlay in overlayif.c, (null)
FUNCTION: erase_controlpt(Planes, ClearHue)
    calledBy:
        erase_overlay in overlayif.c, (null)
        reset_overlay in overlayif.c, (null)
FILE: controlptdrw.c
FUNCTION: draw_controlpt(point, Window, Planes, PencilHue, ClearHue)
    calledBy:
        zoom_controlpt in controlpt.c, (null)
        erase_controlpt in controlpt.c, (null)
        color_controlpt in controlptif.c, (null)
        uncolor_controlpt in controlptif.c, (null)
        move_controlpt in controlptif.c, (null)
        place_controlpt in controlptif.c, (null)
        controlpt_delete in controlptif.c, (null)
        resize_controlpt in controlptif.c, (null)
        controlpt_addtext in controlptif.c, (null)
FUNCTION: draw_pttext(point, Planes, PencilHue)
    calledBy:
        draw_controlpt in controlptdrw.c, (null)
FUNCTION: draw_ptshape(point, Planes, PencilHue, ClearHue)
    calledBy:
        draw_controlpt in controlptdrw.c, (null)
FUNCTION: draw_circlept(point, PencilHue, ClearHue)
    calledBy:
        draw_ptshape in controlptdrw.c, (null)
FUNCTION: draw_squarept(point, PencilHue, ClearHue)
    calledBy:
        draw_ptshape in controlptdrw.c, (null)
FUNCTION: draw_solidpt(point, PencilHue, ClearHue)
    calledBy:
        draw_ptshape in controlptdrw.c, (null)
FUNCTION: add_cross(point, PencilHue, ClearHue)
    calledBy:
        draw_ptshape in controlptdrw.c, (null)
FUNCTION: add_dot(point, PencilHue, ClearHue)
    calledBy:
        draw_ptshape in controlptdrw.c, (null)
FILE: controlptif.c
FUNCTION: select_controlpt()
    calledBy:
        select_overobj in overlayif.c, (null)

FUNCTION: color_controlpt(point)
   calledBy:
      select_controlpt in controlptif.c, (null)
FUNCTION: uncolor_controlpt(point)
   calledBy:
      select_controlpt in controlptif.c, (null)
      move_controlpt in controlptif.c, (null)
      resize_controlpt in controlptif.c, (null)
      controlpt_addtext in controlptif.c, (null)
      select_overobj in overlayif.c, (null)
FUNCTION: controlpt_check()
   calledBy:
      menu_checkpt in menu_func.c, (null)
FUNCTION: controlpt_coord()
   calledBy:
      menu_coordpt in menu_func.c, (null)
FUNCTION: controlpt_con()
   calledBy:
      menu_conpt in menu_func.c, (null)
FUNCTION: controlpt_link()
   calledBy:
      menu_linkpt in menu_func.c, (null)
FUNCTION: controlpt_rel()
   calledBy:
      menu_relpt in menu_func.c, (null)
FUNCTION: controlpt_pass()
   calledBy:
      menu_passpt in menu_func.c, (null)
FUNCTION: move_controlpt()
   calledBy:
      move_overobj in overlayif.c, (null)
FUNCTION: place_controlpt(point)
   calledBy:
      controlpt_check in controlptif.c, (null)
      controlpt_coord in controlptif.c, (null)
      controlpt_con in controlptif.c, (null)
      controlpt_link in controlptif.c, (null)
      controlpt_rel in controlptif.c, (null)
      controlpt_pass in controlptif.c, (null)
      move_controlpt in controlptif.c, (null)
FUNCTION: controlpt_delete()
   calledBy:
      menu_deletept in menu_func.c, (null)
      delete_overobj in overlayif.c, (null)
FUNCTION: controlpt_reduce()
   calledBy:
      reduce_overobj in overlayif.c, (null)
FUNCTION: resize_controlpt(Flag)
   calledBy:
      controlpt_reduce in controlptif.c, (null)
FUNCTION: controlpt_addtext()
   calledBy:
      addtext_overobj in overlayif.c, (null)
FILE: cross.c

FUNCTION: cross_section(x, y, x_, y_)
    calledBy:
        menu_cross_section in menu_func.c, (null)
FUNCTION: colin_cross(x0, y0, z0, x1, y1, z1)
    calledBy:
        menu_colin in menu_func.c, (null)
FUNCTION: kill_cross_window()
FUNCTION: compute_elevation_segs(from_x, from_y, to_x, to_y, num_lines,
        x_array, z_array, min_elevation, max_elevation)
    calledBy:
        cross_section in cross.c, (null)
        colin_cross in cross.c, (null)
FILE: debug.c
    FUNCTION: status_stamp()
        calledBy:
            pr_ifire_map_coords in indir_fire.c, (null)
            draw_bursts in indir_fire.c, (null)
            main in pvd.c, (null)
    FUNCTION: print_table_entry(file, buffer)
    FUNCTION: dump_table_to_file()
        calledBy:
            menu_dump_table in menu_func.c, (null)
    FUNCTION: print_eaddr_from_pdu(pdu)
    FUNCTION: print_data_header(fd, data_pdu)
        calledBy:
            Collect_World_State in pvd_misc.c, (null)
    FUNCTION: init_stamp_file()
        calledBy:
            main in pvd.c, (null)
    FUNCTION: dump_stamps(current_time)
        calledBy:
            purge_expired_vehicles in purge.c, IFDEF MY_DEBUG
FILE: delt_contour.c
    FUNCTION: delta_contour(contour_plane)
        calledBy:
            draw_contour in draw_contour.c, (null)
            create_bitmap in finite_zoom.c, IFNDEF MAKE_BMS_MAP
    FUNCTION: draw_contour_stripe(left, right, row)
        calledBy:
            delta_contour in delt_contour.c, (null)
    FUNCTION: contour_patch(patch_index)
        calledBy:
            draw_contour_stripe in delt_contour.c, (null)
    FUNCTION: print_contour_levels()
FILE: detail.c
    FUNCTION: detail_display(world_state, vehicle_index)
        calledBy:
            handle_detail in handle_input.c, (null)
            toggle_nearest_tank in select.c, (null)
            select_vehicle_by_name in select.c, (null)
            select_vehicle_by_name in select.c, IFDEF NEEDS_WORK
    FUNCTION: print_m1_failures(failures)
        calledBy:
            print_m1_status in detail.c, IFDEF NEEDS_WORK

FUNCTION: print_m1_subsystems(subsystems)
    calledBy:
        display_status_change in stat_change.c, IFDEF NEEDS_WORK
FUNCTION: print_m2_failures(failures)
    calledBy:
        print_m2_status in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_m2_subsystems(subsystems)
    calledBy:
        display_status_change in stat_change.c, IFDEF NEEDS_WORK
FUNCTION: print_air_failures(failures)
FUNCTION: print_air_subsystems(subsystems)
    calledBy:
        display_status_change in stat_change.c, IFDEF NEEDS_WORK
FUNCTION: print_fred_failures(failures)
    calledBy:
        print_fred_status in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_fred_subsystems(subsystems)
    calledBy:
        display_status_change in stat_change.c, IFDEF NEEDS_WORK
FUNCTION: print_adat_failures(failures)
    calledBy:
        print_adat_status in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_adat_subsystems(subsystems)
    calledBy:
        display_status_change in stat_change.c, IFDEF NEEDS_WORK
FUNCTION: decode_appearance(type, make, model, status, appearance)
    calledBy:
        detail_display in detail.c, (null)
        detail_display in detail.c, IFDEF NEEDS_WORK
        update_detail_window in dyn_detail.c, IFDEF NEEDS_WORK
        draw_static_info in dyn_detail.c, IFDEF NEEDS_WORK
        show_feature_info in features.c, (null)
FUNCTION: word_print(string, window_width)
    calledBy:
        detail_display in detail.c, (null)
        detail_display in detail.c, IFDEF NEEDS_WORK
        show_feature_info in features.c, (null)
FUNCTION: decode_identity(a_packet)
    calledBy:
        draw_static_info in dyn_detail.c, IFDEF NEEDS_WORK
        Process_Table in table.c, IFDEF OBSOLETE
FUNCTION: decode_bumper(a_packet, string)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
FUNCTION: decode_role(role, string)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
        draw_static_info in dyn_detail.c, IFDEF NEEDS_WORK
FUNCTION: decode_alignment(alignment, string)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
        draw_static_info in dyn_detail.c, IFDEF NEEDS_WORK
FUNCTION: compute_m2_ammo(rounds, strings, apds, hei)
    calledBy:

                    print_m2_status in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_m1_status(s_packet)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_m2_status(s_packet)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_adat_status(s_packet)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_a10_status(s_packet)
    calledBy:
        detail_display in detaii.c, IFDEF NEEDS_WORK
FUNCTION: print_ah64_status(s_packet)
FUNCTION: print_scout_status(s_packet)
FUNCTION: print_fred_status(s_packet)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
FUNCTION: print_stealth_status(s_packet)
    calledBy:
        detail_display in detail.c, IFDEF NEEDS_WORK
FUNCTION: get_object_from_guise(guise)
    calledBy:
        detail_display in detail.c, (null)
FUNCTION: decode_guises(guise, model, country, description)
    calledBy:
        detail_display in detail.c, (null)
        show_feature_info in features.c, (null)
FUNCTION: get_vehicle_model(vehicle)
    calledBy:
        decode_guises in detail.c, (null)
FUNCTION: decode_appearance(appearance, object)
    calledBy:
        detail_display in detail.c, (null)
        detail_display in detail.c, IFDEF NEEDS_WORK
        update_detail_window in dyn_detail.c, IFDEF NEEDS_WORK
        draw_static_info in dyn_detail.c, IFDEF NEEDS_WORK
        show_feature_info in features.c, (null)
FUNCTION: decode_team(force)
    calledBy:
        detail_display in detail.c, (null)
        show_feature_info in features.c, (null)
FUNCTION: decode_capabilities(abilities)
    calledBy:
        detail_display in detail.c, (null)
FUNCTION: get_vehicle_country(vehicle)
    calledBy:
        decode_guises in detail.c, (null)
FUNCTION: get_vehicle_description(vehicle, short_desc)
    calledBy:
        decode_guises in detail.c, (null)
FUNCTION: get_ground_vehicle_description(vehicle, short_desc)
    calledBy:
        get_vehicle_description in detail.c, (null)

FUNCTION: get_air_vehicle_description(vehicle, short_desc)
    calledBy:
        get_vehicle_description in detail.c, (null)
FUNCTION: get_water_vehicle_description(vehicle, short_desc)
    calledBy:
        get_vehicle_description in detail.c, (null)
FUNCTION: decode_echelon(echelon, appearance, force, marking)
    calledBy:
        detail_display in detail.c, (null)
FILE: dir_fire.c
    FUNCTION: do_impact(impact)
        calledBy:
            Collect_World_State in pvd_misc.c, (null)
    FUNCTION: direct_fire_hit(impact_packet)
    FUNCTION: save_impact_info(attacker_id, impact_x, impact_y, attack_x, attack_y)
        calledBy:
            do_impact in dir_fire.c, (null)
            direct_fire_hit in dir_fire.c, IFDEF OBSOLETE
            direct_fire_miss in dir_fire.c, IFDEF OBSOLETE
            do_firefinder in firefind.c, (null)
    FUNCTION: show_firing_line(tank, impact_x, impact_y, attack_x, attack_y)
        calledBy:
            do_impact in dir_fire.c, (null)
            direct_fire_hit in dir_fire.c, IFDEF OBSOLETE
            direct_fire_miss in dir_fire.c, IFDEF OBSOLETE
            do_firefinder in firefind.c, (null)
    FUNCTION: check_firing_duration()
        calledBy:
            Update_Graphics_Display in graph.c, (null)
    FUNCTION: direct_fire_miss(impact_packet)
    FUNCTION: print_impact_details(impact_packet)
        calledBy:
            direct_fire_hit in dir_fire.c, IFDEF OBSOLETE
    FUNCTION: decode_side(side_code)
        calledBy:
            print_impact_details in dir_fire.c, IFDEF OBSOLETE
    FUNCTION: decode_ammo_type(burst)
        calledBy:
            do_impact in dir_fire.c, (null)
    FUNCTION: decode_generic_ammo_type(object_type)
    FUNCTION: decode_specific_ammo_type(object_type)
    FUNCTION: decode_result(result)
        calledBy:
            do_impact in dir_fire.c, (null)
FILE: display_file.c
    FUNCTION: display_file(file_name)
        calledBy:
            display_top_map in display_top.c, (null)
            draw_top_contours in draw_contour.c, (null)
            recall_zoom in save_zoom.c, (null)
FILE: display_top.c
    FUNCTION: display_top_map()
        calledBy:
            handle_update_display in handle_input.c, (null)

init_graph in init_graph.c, (null)
zoom_out in new_zoom.c, (null)
previous_view in prev_view.c, (null)
next_view in prev_view.c, (null)
FILE: draw_contour.c
   FUNCTION: draw_contour()
      calledBy:
         draw_top_contours in draw_contour.c, (null)
         add_contours in draw_contour.c, (null)
         create_bitmap in finite_zoom.c, IFDEF MAKE_BMS_MAP
         handle_quickzoom in handle_input.c, (null)
         handle_zoom_to_scale in handle_input.c, (null)
         handle_pan in handle_input.c, (null)
         handle_display_zoom in handle_input.c, (null)
         update_tracked_vehicle in track.c, IFDEF NEEDS_WORK
   FUNCTION: draw_top_contours()
      calledBy:
         add_contours in draw_contour.c, (null)
         handle_update_display in handle_input.c, (null)
   FUNCTION: add_contours(grid_present)
      calledBy:
         handle_previous_view in handle_input.c, (null)
         handle_next_view in handle_input.c, (null)
         handle_repaint in handle_input.c, (null)
         handle_zoom_out in handle_input.c, (null)
         handle_contour in handle_input.c, (null)
         handle_grid in handle_input.c, (null)
         change_grid_interval in handle_input.c, (null)
         change_contour_interval in handle_input.c, (null)
   FUNCTION: top_level()
      calledBy:
         add_contours in draw_contour.c, (null)
FILE: dyn_detail.c
   FUNCTION: delete_by_vehicle_index(new name)
   FUNCTION: create_dynamic_detail(vehicle_id)
      calledBy:
         menu_detail in menu_func.c, IFDEF NEEDS_WORK
   FUNCTION: kill_dynamic_window(handle)
   FUNCTION: delete_dynamic_window_by_handle(handle)
      calledBy:
         kill_dynamic_window in dyn_detail.c, IFDEF NEEDS_WORK
   FUNCTION: delete_dynamic_window_by_vehicle_index(vehicle_index)
   FUNCTION: add_detail(detail_win)
      calledBy:
         create_dynamic_detail in dyn_detail.c, IFDEF NEEDS_WORK
   FUNCTION: print_detail_system(fp)
   FUNCTION: print_detail_window(fp, window)
      calledBy:
         print_detail_system in dyn_detail.c, IFDEF NEEDS_WORK
   FUNCTION: update_dyn_detail()
   FUNCTION: update_detail_window(window)
      calledBy:
         update_dyn_detail in dyn_detail.c, IFDEF NEEDS_WORK
   FUNCTION: draw_static_info(window)

calledBy:
  create_dynamic_detail in dyn_detail.c, IFDEF NEEDS_WORK
FUNCTION: erase_string(start_x, start_y, char_width, char_height, num_chars)
  calledBy:
    update_detail_window in dyn_detail.c, IFDEF NEEDS_WORK
FILE: edit_menu.c
  FUNCTION: cross_menu_entry_on()
    calledBy:
      cross_section in cross.c, (null)
      colin_cross in cross.c, (null)
      kill_cross_window in cross.c, (null)
  FUNCTION: cross_menu_entry_off()
    calledBy:
      cross_section in cross.c, (null)
      colin_cross in cross.c, (null)
  FUNCTION: set_format_utm()
    calledBy:
      menu_change_format in menu_func.c, (null)
  FUNCTION: set_format_xy()
    calledBy:
      menu_change_format in menu_func.c, (null)
  FUNCTION: grid_menu_entry_on()
    calledBy:
      handle_grid in handle_input.c, (null)
  FUNCTION: grid_menu_entry_off()
    calledBy:
      handle_grid in handle_input.c, (null)
  FUNCTION: contour_menu_entry_on()
    calledBy:
      handle_contour in handle_input.c, (null)
  FUNCTION: contour_menu_entry_off()
    calledBy:
      handle_contour in handle_input.c, (null)
  FUNCTION: help_menu_entry_on()
    calledBy:
      help in help.c, (null)
      kill_help_window in help.c, (null)
      check_help in help.c, IFDEF OLD_WINDOWS
  FUNCTION: help_menu_entry_off()
    calledBy:
      help in help.c, (null)
  FUNCTION: shading_menu_entry_on()
    calledBy:
      toggle_shade in unshade.c, (null)
  FUNCTION: shading_menu_entry_off()
    calledBy:
      toggle_shade in unshade.c, (null)
  FUNCTION: choose_distinguished()
    calledBy:
      menu_side in menu_func.c, (null)
  FUNCTION: choose_other()
    calledBy:
      menu_side in menu_func.c, (null)
FILE: effects.c

FUNCTION: init_effects()
    calledBy:
        init_graph in init_graph.c, (null)
FUNCTION: create_puff_seg()
    calledBy:
        init_effects in effects.c, (null)
FUNCTION: showEffect(show_effect_pkt)
    calledBy:
        handle_catc_show_effect in effects.c, IFDEF CATC
        Collect_World_State in pvd_misc.c, IFDEF OBSOLETE
FUNCTION: report_effect_to_screen(e_pkt)
    calledBy:
        showEffect in effects.c, IFDEF CATC
FUNCTION: pr_effect_map_coords(e_pkt)
    calledBy:
        report_effect_to_screen in effects.c, IFDEF CATC
FUNCTION: draw_puff_of_smoke(hue, e_pkt)
    calledBy:
        showEffect in effects.c, IFDEF CATC
        check_effect_duration in effects.c, IFDEF CATC
        erase_all_effects in effects.c, IFDEF CATC
FUNCTION: save_effect_info(e_pkt)
    calledBy:
        showEffect in effects.c, IFDEF CATC
FUNCTION: check_effect_duration()
FUNCTION: erase_all_effects()
FUNCTION: handle_catc_show_effect(packet)
    calledBy:
        Collect_World_State in pvd_misc.c, IFDEF NEEDS_WORK
FILE: error_box.c
    FUNCTION: error_box(text_file, error_title)
        calledBy:
            clean_up_fsm in catc.c, (null)
            set_target_type in catc.c, (null)
            clear_targets in catc.c, (null)
            remove_targets in catc.c, (null)
            move_tgt_or_pt in catc.c, (null)
            cross_section in cross.c, (null)
            menu_event1 in menu_func.c, IFDEF OBSOLETE
            menu_event2 in menu_func.c, IFDEF OBSOLETE
            menu_event3 in menu_func.c, IFDEF OBSOLETE
            menu_event4 in menu_func.c, IFDEF OBSOLETE
            menu_event5 in menu_func.c, IFDEF OBSOLETE
            menu_event6 in menu_func.c, IFDEF OBSOLETE
            menu_event7 in menu_func.c, IFDEF OBSOLETE
            menu_event8 in menu_func.c, IFDEF OBSOLETE
            select_vehicle_by_name in select.c, IFDEF NEEDS_WORK
    FUNCTION: kill_error_window()
        calledBy:
            check_error_window in error_box.c, (null)
            select_overobj in overlayif.c, (null)
    FUNCTION: error_window_exists()
        calledBy:
            check_error_window in error_box.c, (null)

FUNCTION: check_error_window()
    calledBy:
        catc_mouse in catc.c, (null)
        erase_mover_target in catc.c, (null)
        erase_target in catc.c, (null)
        drop_target in catc.c, (null)
        feature_event_loop in features.c, (null)
        Handle_Input in handle_input.c, (null)
FUNCTION: string_error_box(message_text, window_title)
    calledBy:
        select_overobj in overlayif.c, (null)
FILE: features.c
    FUNCTION: object_info()
        calledBy:
            menu_feature_object_info in menu_func.c, (null)
    FUNCTION: place_objects()
        calledBy:
            menu_feature_place_object in menu_func.c, (null)
    FUNCTION: move_objects()
        calledBy:
            menu_feature_move_object in menu_func.c, (null)
    FUNCTION: remove_objects()
        calledBy:
            menu_feature_remove_object in menu_func.c, (null)
    FUNCTION: save_feature_file()
        calledBy:
            menu_feature_save_file in menu_func.c, (null)
    FUNCTION: recall_feature_file()
        calledBy:
            menu_feature_recall_file in menu_func.c, (null)
    FUNCTION: list_feature_files()
        calledBy:
            menu_feature_list_files in menu_func.c, (null)
    FUNCTION: delete_feature_file()
        calledBy:
            menu_feature_delete_file in menu_func.c, (null)
    FUNCTION: clear_feature_list()
        calledBy:
            menu_feature_clear_object_list in menu_func.c, (null)
    FUNCTION: new_feature()
        calledBy:
            recall_feature_file in features.c, (null)
            handle_mouse_down_in_map in features.c, (null)
    FUNCTION: free_feature(free_node)
        calledBy:
            recall_feature_file in features.c, (null)
            delete_feature in features.c, (null)
    FUNCTION: add_feature(add_node)
        calledBy:
            recall_feature_file in features.c, (null)
            handle_mouse_down_in_map in features.c, (null)
    FUNCTION: delete_feature(del_node)
        calledBy:
            clear_feature_list in features.c, (null)

       handle_mouse_down_in_map in features.c, (null)
FUNCTION: set_feature_type(type)
   calledBy:
       menu_feature_M977 in menu_func.c, (null)
       menu_feature_Ben_Franklin in menu_func.c, (null)
       menu_feature_mi28 in menu_func.c, (null)
       menu_feature_new in menu_func.c, (null)
FUNCTION: get_feature_type()
FUNCTION: init_features()
   calledBy:
       init_graph in init_graph.c, (null)
FUNCTION: create_unspec_feature()
   calledBy:
       init_features in features.c, (null)
FUNCTION: draw_one_feature(cur_x, cur_y, feature_type)
   calledBy:
       add_feature in features.c, (null)
       force_feature_redraw in features.c, (null)
       draw_features in features.c, (null)
       track_feature in features.c, (null)
FUNCTION: erase_one_feature(cur_x, cur_y, feature_type)
   calledBy:
       delete_feature in features.c, (null)
       force_feature_redraw in features.c, (null)
       draw_features in features.c, (null)
       track_feature in features.c, (null)
FUNCTION: force_feature_redraw()
   calledBy:
       menu_feature_redraw_objects in menu_func.c, (null)
FUNCTION: draw_features()
   calledBy:
       update_features in features.c, (null)
       handle_quickzoom in handle_input.c, (null)
       handle_previous_view in handle_input.c, (null)
       handle_next_view in handle_input.c, (null)
       handle_repaint in handle_input.c, (null)
       handle_zoom_out in handle_input.c, (null)
       handle_zoom_to_scale in handle_input.c, (null)
       handle_pan in handle_input.c, (null)
       handle_update_display in handle_input.c, (null)
       handle_display_zoom in handle_input.c, (null)
       draw_feature_menu in menu.c, (null)
FUNCTION: feature_event_loop()
   calledBy:
       draw_feature_menu in menu.c, (null)
FUNCTION: handle_mouse_down_in_map(cur_x, cur_y)
   calledBy:
       feature_event_loop in features.c, (null)
FUNCTION: handle_no_mouse_down(cur_x, cur_y)
   calledBy:
       feature_event_loop in features.c, (null)
FUNCTION: okay_to_exit_feature_menu()
   calledBy:
       feature_event_loop in features.c, (null)

FUNCTION: rubber_band_orientation(cur_x, cur_y, state)
    calledBy:
        handle_mouse_down_in_map in features.c, (null)
        handle_no_mouse_down in features.c, (null)
FUNCTION: track_feature(cur_x, cur_y)
    calledBy:
        handle_no_mouse_down in features.c, (null)
FUNCTION: get_next_veh_id()
    calledBy:
        fill_in_pdu_static_info in features.c, (null)
FUNCTION: set_current_vehicle_id(id)
    calledBy:
        recall_feature_file in features.c, (null)
        clear_feature_list in features.c, (null)
FUNCTION: get_nearest_feature_to_point(cur_x, cur_y)
    calledBy:
        handle_mouse_down_in_map in features.c, (null)
FUNCTION: setup_rotation_matrix(vap, cur_x, cur_y)
    calledBy:
        handle_mouse_down_in_map in features.c, (null)
        rotate_feature in features.c, (null)
FUNCTION: find_azimuth(x1, y1, x2, y2)
    calledBy:
        setup_rotation_matrix in features.c, (null)
        xy_loc_and_az in features.c, (null)
        utm_loc_and_az in features.c, (null)
FUNCTION: xy_loc_and_az(x_loc, y_loc, cur_x, cur_y)
FUNCTION: utm_loc_and_az(x_loc, y_loc, cur_x, cur_y)
FUNCTION: accelerate_send_rate(node)
    calledBy:
        handle_mouse_down_in_map in features.c, (null)
FUNCTION: decelerate_send_rate(node)
    calledBy:
        handle_mouse_down_in_map in features.c, (null)
FUNCTION: schedule_immediate_send(node)
    calledBy:
        handle_mouse_down_in_map in features.c, (null)
FUNCTION: set_feature_send_flag(send)
    calledBy:
        menu_send_features in menu_func.c, (null)
        menu_dont_send_features in menu_func.c, (null)
FUNCTION: get_send_state()
FUNCTION: send_feature(pdu)
    calledBy:
        update_features in features.c, (null)
FUNCTION: update_features()
    calledBy:
        feature_event_loop in features.c, (null)
        main in pvd.c, (null)
FUNCTION: reschedule_node(node)
    calledBy:
        schedule_immediate_send in features.c, (null)
        update_features in features.c, (null)
FUNCTION: schedule_new_node(node)

calledBy:
            add_feature in features.c, (null)
    FUNCTION: fill_in_pdu_static_info(pdu)
        calledBy:
            handle_mouse_down_in_map in features.c, (null)
    FUNCTION: deactivate_feature(feature)
        calledBy:
            update_features in features.c, (null)
            deactivate_feature_if_needed in features.c, (null)
    FUNCTION: deactivate_feature_if_needed(feature)
        calledBy:
            delete_feature in features.c, (null)
            deactivate_all_features in features.c, (null)
    FUNCTION: deactivate_all_features()
        calledBy:
            set_feature_send_flag in features.c, (null)
    FUNCTION: get_object_type(ob)
        calledBy:
            handle_mouse_down_in_map in features.c, (null)
    FUNCTION: show_feature_info(a_packet)
        calledBy:
            handle_mouse_down_in_map in features.c, (null)
    FUNCTION: rotate_feature(pdu, cur_x, cur_y)
        calledBy:
            handle_no_mouse_down in features.c, (null)
FILE: find_near.c
    FUNCTION: find_nearest_route_pt(route, point, end_points_only, test_x, test_y)
        calledBy:
            get_nearest_pt in catc.c, (null)
FILE: finite_zoom.c
    FUNCTION: init_discrete_zoom()
        calledBy:
            init_graph in init_graph.c, (null)
            reinit_db in new_zoom.c, (null)
    FUNCTION: clear_stored_bitmaps()
        calledBy:
            discrete_zoom in finite_zoom.c, IFDEF OBSOLETE
            reinit_db in new_zoom.c, (null)
    FUNCTION: init_stored_bitmaps(map_fd, scale)
        calledBy:
            discrete_zoom in finite_zoom.c, IFDEF OBSOLETE
    FUNCTION: discrete_zoom(scale, marked_x, marked_y)
    FUNCTION: create_file(scale, map_file)
        calledBy:
            init_discrete_zoom in finite_zoom.c, (null)
    FUNCTION: create_bitmap(scale, bitmap_x, bitmap_y, screens_per_edge,
            screen_x_pixels, screen_y_pixels)
        calledBy:
            create_file in finite_zoom.c, (null)
    FUNCTION: file_bitmap(fd, bitmap, x_index, y_index, index_location)
        calledBy:
            create_file in finite_zoom.c, (null)
FILE: firefind.c
    FUNCTION: do_firefinder(indir_fire)

                        calledBy:
                            do_indirect_fire in indir_fire.c, (null)
FILE: gen_contour.c
    FUNCTION: general_contour(contour_plane, z_levels, num_z_levels)
    FUNCTION: clear_contour()
        calledBy:
            handle_contour in handle_input.c, (null)
            handle_grid in handle_input.c, (null)
            change_grid_interval in handle_input.c, (null)
            change_contour_interval in handle_input.c, (null)
FILE: get_elev.c
    FUNCTION: get_elevation(x, y)
        calledBy:
            activate_vehicle in activate.c, (null)
            compute_elevation_segs in cross.c, (null)
            detail_display in detail.c, IFDEF NEEDS_WORK
            handle_mouse_down_in_map in features.c, (null)
            track_feature in features.c, (null)
            intervisibility in intervis.c, (null)
            new_intervis in intervis.c, (null)
            intervis_360 in intervis.c, IFDEF OBSOLETE
            real_intervis_360 in intervis.c, (null)
            emb_attenuate in intervis.c, (null)
            menu_pt_to_veh in menu_func.c, (null)
            menu_stealth_teleport in menu_func.c, (null)
            menu_stealth_teleport_and_azimuth in menu_func.c, IFDEF NEEDS_WORK
            highlight_altitude_hazard in new_zoom.c, (null)
            get_coord in pvd_iface.c, (null)
            xy_get_coord in pvd_iface.c, (null)
            xy_get_coord in pvd_iface.c, IFDEF OLD
            handle_elevation_request in terrain_pro.c, (null)
FILE: get_view.c
    FUNCTION: get_view_height()
        calledBy:
            cross_section in cross.c, IFDEF SOLARIS
            menu_area in menu_func.c, (null)
            menu_pt_to_veh in menu_func.c, (null)
            menu_seg_pt_to_pt in menu_func.c, (null)
            menu_pt_to_pt in menu_func.c, (null)
            menu_emb in menu_func.c, (null)
            menu_set_view_height in menu_func.c, IFNDEF OLD_SCANF
            display_intervis_key_text in pvd_windows.c, (null)
            do_vehicle_to_vehicle in vehicle_to_v.c, (null)
            update_vehicle_to_vehicle in vehicle_to_v.c, (null)
    FUNCTION: get_target_height()
        calledBy:
            cross_section in cross.c, IFDEF SOLARIS
            menu_area in menu_func.c, (null)
            menu_pt_to_veh in menu_func.c, (null)
            menu_seg_pt_to_pt in menu_func.c, (null)
            menu_pt_to_pt in menu_func.c, (null)
            menu_emb in menu_func.c, (null)
            menu_set_target_height in menu_func.c, IFNDEF OLD_SCANF
            display_intervis_key_text in pvd_windows.c, (null)

do_vehicle_to_vehicle in vehicle_to_v.c, (null)
update_vehicle_to_vehicle in vehicle_to_v.c, (null)
FUNCTION: set_view_height(height)
   calledBy:
   menu_set_view_height in menu_func.c, (null)
FUNCTION: set_target_height(height)
   calledBy:
   menu_set_target_height in menu_func.c, (null)
FUNCTION: set_view_range(range)
   calledBy:
   menu_view_range in menu_func.c, (null)
FUNCTION: get_view_range()
   calledBy:
   menu_area in menu_func.c, (null)
   menu_view_range in menu_func.c, IFNDEF OLD_SCANF
   display_intervis_key_text in pvd_windows.c, (null)
FILE: graph.c
   FUNCTION: set_distinguished()
      calledBy:
      menu_side in menu_func.c, (null)
   FUNCTION: clear_distinguished()
      calledBy:
      menu_side in menu_func.c, (null)
   FUNCTION: get_distinguished()
      calledBy:
      get_object_from_guise in detail.c, (null)
      decode_guises in detail.c, (null)
      menu_pt_to_veh in menu_func.c, (null)
      menu_side in menu_func.c, (null)
   FUNCTION: view_ground_vehicles()
      calledBy:
      menu_view_ground_vehicles in menu_func.c, (null)
   FUNCTION: view_platoons()
      calledBy:
      menu_view_platoons in menu_func.c, (null)
   FUNCTION: view_companies()
      calledBy:
      menu_view_companies in menu_func.c, (null)
   FUNCTION: view_battalions()
      calledBy:
      menu_view_battalions in menu_func.c, (null)
   FUNCTION: view_sorties()
      calledBy:
      menu_view_sorties in menu_func.c, (null)
   FUNCTION: view_flights()
      calledBy:
      menu_view_flights in menu_func.c, (null)
   FUNCTION: query_view_mode(veh_index)
      calledBy:
      Update_Graphics_Display in graph.c, (null)
      move_icon in icon.c, (null)
      force_redraw_of_icons in icon.c, (null)
      toggle_nearest_tank in select.c, (null)
   FUNCTION: Update_Graphics_Display(world_state, current_time)

       calledBy:
              main in pvd.c, (null)
FILE: grid.c
    FUNCTION: draw_horiz_grid_lines(rxl, ryb, rxr, ryt)
        calledBy:
              draw_grid_lines in grid.c, (null)
    FUNCTION: draw_vert_grid_lines(rxl, ryb, rxr, ryt)
        calledBy:
              draw_grid_lines in grid.c, (null)
    FUNCTION: draw_grid_lines()
        calledBy:
              add_contours in draw_contour.c, (null)
              create_bitmap in finite_zoom.c, IFDEF MAKE_BMS_MAP
              create_bitmap in finite_zoom.c, IFNDEF MAKE_BMS_MAP
              handle_quickzoom in handle_input.c, (null)
              handle_previous_view in handle_input.c, (null)
              handle_next_view in handle_input.c, (null)
              handle_repaint in handle_input.c, (null)
              handle_zoom_out in handle_input.c, (null)
              handle_zoom_to_scale in handle_input.c, (null)
              handle_pan in handle_input.c, (null)
              handle_contour in handle_input.c, (null)
              handle_grid in handle_input.c, (null)
              handle_update_display in handle_input.c, (null)
              change_grid_interval in handle_input.c, (null)
              handle_display_zoom in handle_input.c, (null)
              update_tracked_vehicle in track.c, IFDEF NEEDS_WORK
    FUNCTION: calc_first_position(bound)
        calledBy:
              draw_horiz_grid_lines in grid.c, (null)
              draw_vert_grid_lines in grid.c, (null)
    FUNCTION: div_by_maxspacing(val)
        calledBy:
              calc_first_position in grid.c, (null)
    FUNCTION: change_grid_spacing(new_val)
        calledBy:
              create_file in finite_zoom.c, IFDEF MAKE_BMS_MAP
              create_bitmap in finite_zoom.c, IFNDEF MAKE_BMS_MAP
              create_bitmap in finite_zoom.c, (null)
              change_grid_interval in handle_input.c, (null)
    FUNCTION: get_grid_spacing()
        calledBy:
              create_bitmap in finite_zoom.c, (null)
              change_grid_interval in handle_input.c, (null)
FILE: handle_input.c
    FUNCTION: get_contour_present()
        calledBy:
              update_tracked_vehicle in track.c, IFDEF NEEDS_WORK
    FUNCTION: get_grid_present()
        calledBy:
              update_tracked_vehicle in track.c, IFDEF NEEDS_WORK
    FUNCTION: Handle_Input(world_state)
        calledBy:
              main in pvd.c, (null)

FUNCTION: handle_highlight_region()
FUNCTION: handle_highlight_point()
    calledBy:
        handle_mouse in pvd_iface.c, (null)
FUNCTION: handle_quickzoom()
    calledBy:
        menu_zoom_in in menu_func.c, (null)
FUNCTION: handle_previous_view()
    calledBy:
        menu_previous_view in menu_func.c, (null)
FUNCTION: handle_next_view()
    calledBy:
        menu_next_view in menu_func.c, (null)
FUNCTION: handle_repaint()
    calledBy:
        toggle_shade in unshade.c, (null)
FUNCTION: handle_zoom_out()
    calledBy:
        menu_zoom_out in menu_func.c, (null)
FUNCTION: handle_zoom_to_scale(scale)
    calledBy:
        menu_zoom_125 in menu_func.c, (null)
        menu_zoom_50 in menu_func.c, (null)
        menu_zoom_25 in menu_func.c, (null)
FUNCTION: handle_pan()
    calledBy:
        menu_pan in menu_func.c, (null)
FUNCTION: handle_detail()
FUNCTION: handle_contour()
    calledBy:
        menu_contour in menu_func.c, (null)
FUNCTION: handle_grid()
    calledBy:
        menu_grid in menu_func.c, (null)
FUNCTION: handle_update_display()
    calledBy:
        menu_top_level in menu_func.c, (null)
        reinit_db in new_zoom.c, (null)
FUNCTION: change_grid_interval(grid_interval)
    calledBy:
        menu_10k_m in menu_func.c, (null)
        menu_1k_m in menu_func.c, (null)
        menu_500_m in menu_func.c, (null)
        menu_250_m in menu_func.c, (null)
FUNCTION: change_contour_interval(contour_interval)
    calledBy:
        menu_60_m in menu_func.c, (null)
        menu_20_m in menu_func.c, (null)
        menu_10_m in menu_func.c, (null)
        menu_5_m in menu_func.c, (null)
FUNCTION: handle_display_zoom()
    calledBy:
        menu_display_zoom in menu_func.c, (null)
FILE: hash_fn.c

FUNCTION: Hash_Vehicle_ID(vehicle_id)
   calledBy:
      purge_vehicle in purge.c, (null)
FUNCTION: matching_vehicle_IDs(vehicle_id, pdu)
FUNCTION: equal_vehicle_IDs(vehicle_id1, vehicle_id2)
   calledBy:
      matching_vehicle_IDs in hash_fn.c, (null)
FUNCTION: get_vehicle_index(id)
   calledBy:
      find_icon in icon.c, (null)
      teleport_vehicle in place.c, IFDEF NEEDS_WORK
      Collect_World_State in pvd_misc.c, (null)
      get_vehicle_exercise in pvd_misc.c, (null)
FUNCTION: q_alloc(bytes, param)
FUNCTION: init_hashing()
FUNCTION: get_vehicle_index(id)
   calledBy:
      find_icon in icon.c, (null)
      teleport_vehicle in place.c, IFDEF NEEDS_WORK
      Collect_World_State in pvd_misc.c, (null)
      get_vehicle_exercise in pvd_misc.c, (null)
FUNCTION: save_vehicle_index(vehicle_id, vehicle_index)
   calledBy:
      purge_vehicle in purge.c, IFDEF OLD
FUNCTION: delete_vehicle_id(vehicle_id)
FUNCTION: dump_hash_table(fd)
FILE: help.c
FUNCTION: help()
   calledBy:
      menu_help in menu_func.c, (null)
FUNCTION: kill_help_window()
FUNCTION: display_window_text(text_file, title, window)
   calledBy:
      error_box in error_box.c, (null)
      help in help.c, (null)
FUNCTION: display_window_string(msg_text, window, ignore_nl)
   calledBy:
      string_error_box in error_box.c, (null)
FUNCTION: strip_char(string, character)
   calledBy:
      display_window_text in help.c, (null)
FUNCTION: find_max_chars(fp)
   calledBy:
      display_window_text in help.c, (null)
FUNCTION: check_help()
FILE: highlight.c
FUNCTION: highlight_tank(index)
   calledBy:
      add_selected_tank in select.c, (null)
FUNCTION: unhighlight_tank(index)
   calledBy:
      remove_selected_tank in select.c, (null)
      clear_selected_vehicles in select.c, (null)
FILE: icon.c

FUNCTION: find_icon(vehicle_id)
    calledBy:
        do_collision in collision.c, IFDEF NEEDS_WORK
        do_impact in dir_fire.c, (null)
        direct_fire_hit in dir_fire.c, IFDEF OBSOLETE
        direct_fire_miss in dir_fire.c, IFDEF OBSOLETE
        do_firefinder in firefind.c, (null)
FUNCTION: icon_index(icon_type, icon_number)
FUNCTION: get_icon_from_bumper(bumper_str)
    calledBy:
        select_vehicle_by_name in select.c, IFDEF NEEDS_WORK
FUNCTION: get_icon_from_vehID(vehID)
    calledBy:
        select_vehicle_by_name in select.c, IFDEF NEEDS_WORK
FUNCTION: create_icon(vehicle_index)
    calledBy:
        Collect_World_State in pvd_misc.c, (null)
        Collect_World_State in pvd_misc.c, IFDEF OBSOLETE
        Collect_World_State in pvd_misc.c, (null)
        Process_Table in table.c, IFDEF OBSOLETE
FUNCTION: erase_old_tank(tank)
    calledBy:
        delete_icon in icon.c, (null)
        move_icon in icon.c, (null)
        erase_all in icon.c, IFNDEF ERASE_ALL
        erase_all_tanks in icon.c, (null)
FUNCTION: create_smoke_seg()
    calledBy:
        init_icons in icon.c, (null)
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
FUNCTION: create_minefield_flag()
    calledBy:
        init_icons in icon.c, (null)
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
FUNCTION: create_hl_seg()
    calledBy:
        init_icons in icon.c, (null)
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
FUNCTION: create_bore_seg()
    calledBy:
        init_icons in icon.c, (null)
FUNCTION: create_plane_segs()
    calledBy:
        init_icons in icon.c, (null)
        zoom_icon in icon.c, (null)

```
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_hull_segs()
            calledBy:
                init_icons in icon.c, (null)
                zoom_icon in icon.c, (null)
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_turret_segs()
            calledBy:
                init_icons in icon.c, (null)
                zoom_icon in icon.c, (null)
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_m2_hull_segs()
            calledBy:
                init_icons in icon.c, (null)
                zoom_icon in icon.c, (null)
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_m2_turret_segs()
            calledBy:
                init_icons in icon.c, (null)
                zoom_icon in icon.c, (null)
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_static_stripe_segs()
            calledBy:
                init_icons in icon.c, (null)
                zoom_icon in icon.c, (null)
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_faad_turret_segs()
            calledBy:
                init_icons in icon.c, (null)
                zoom_icon in icon.c, (null)
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_rwa_body_segs()
            calledBy:
                init_icons in icon.c, (null)
                zoom_icon in icon.c, (null)
                top_level_zoom_icon in icon.c, (null)
                scale_icon in icon.c, (null)
                create_symbolic_icons in icon.c, (null)
        FUNCTION: create_rwa_prop_segs()
            calledBy:
```

       init_icons in icon.c, (null)
       zoom_icon in icon.c, (null)
       top_level_zoom_icon in icon.c, (null)
       scale_icon in icon.c, (null)
       create_symbolic_icons in icon.c, (null)
FUNCTION: create_rwa_hl_segs()
   calledBy:
       init_icons in icon.c, (null)
       zoom_icon in icon.c, (null)
       top_level_zoom_icon in icon.c, (null)
       scale_icon in icon.c, (null)
       create_symbolic_icons in icon.c, (null)
FUNCTION: create_stealth_segs()
   calledBy:
       init_icons in icon.c, (null)
       zoom_icon in icon.c, (null)
       top_level_zoom_icon in icon.c, (null)
       scale_icon in icon.c, (null)
       create_symbolic_icons in icon.c, (null)
FUNCTION: create_bfit_segs(model_type)
   calledBy:
       init_icons in icon.c, (null)
       zoom_icon in icon.c, (null)
       top_level_zoom_icon in icon.c, (null)
       scale_icon in icon.c, (null)
       create_symbolic_icons in icon.c, (null)
FUNCTION: create_bfit_stripe_segs(model_type)
   calledBy:
       init_icons in icon.c, (null)
       zoom_icon in icon.c, (null)
       top_level_zoom_icon in icon.c, (null)
       scale_icon in icon.c, (null)
       create_symbolic_icons in icon.c, (null)
FUNCTION: create_bfit_hl_segs(model_type)
   calledBy:
       init_icons in icon.c, (null)
       zoom_icon in icon.c, (null)
       top_level_zoom_icon in icon.c, (null)
       scale_icon in icon.c, (null)
       create_symbolic_icons in icon.c, (null)
FUNCTION: display_attachment(hue)
   calledBy:
       erase_old_tank in icon.c, (null)
       create_attachment_icon in icon.c, (null)
       delete_attachment_icon in icon.c, (null)
       draw_tank in icon.c, (null)
FUNCTION: create_attachment_icon(veh_ind)
   calledBy:
       handle_attached_packet in place.c, (null)
FUNCTION: delete_attachment_icon(veh_ind)
   calledBy:
       handle_attached_packet in place.c, (null)
FUNCTION: reinit_all_icons()
FUNCTION: delete_icon(tank_ind)

        calledBy:
            purge_expired_tanks in purge.c, IFDEF OBSOLETE
            purge_vehicle in purge.c, (null)
            purge_vehicle in table.c, IFDEF OBSOLETE
FUNCTION: calc_citv_pts(citv_pkt, tank, x, y, hull_rot)
FUNCTION: recalc_citv_pts()
FUNCTION: move_icon(tank_ind, type, appearance, force, hull_index, turret_index,
        x, y)
    calledBy:
        Update_Graphics_Display in graph.c, (null)
FUNCTION: check_vehicle_type(tank)
    calledBy:
        move_icon in icon.c, (null)
FUNCTION: swap_colors(tank)
    calledBy:
        check_vehicle_type in icon.c, (null)
FUNCTION: assign_colors(tank, force)
    calledBy:
        move_icon in icon.c, (null)
        draw_trail in icon.c, (null)
        move_feature_icon in icon_fea.c, (null)
FUNCTION: highlight_icon(icon, hue)
    calledBy:
        delete_icon in icon.c, (null)
        move_icon in icon.c, (null)
        highlight_selected_icon in icon.c, (null)
        unhighlight_selected_icon in icon.c, (null)
        erase_all in icon.c, IFNDEF ERASE_ALL
        erase_all_tanks in icon.c, (null)
        force_redraw_of_icons in icon.c, (null)
FUNCTION: highlight_selected_icon(vehicle_index)
    calledBy:
        highlight_tank in highlight.c, (null)
FUNCTION: unhighlight_selected_icon(vehicle_index)
    calledBy:
        unhighlight_tank in highlight.c, (null)
FUNCTION: draw_tank(hull_orient, turret_orient, tank)
    calledBy:
        move_icon in icon.c, (null)
        force_redraw_of_icons in icon.c, (null)
FUNCTION: init_icon_colors()
    calledBy:
        init_graph in init_graph.c, (null)
FUNCTION: init_icons()
    calledBy:
        init_graph in init_graph.c, (null)
FUNCTION: set_distinguished_colors()
    calledBy:
        menu_side in menu_func.c, (null)
FUNCTION: set_other_colors()
    calledBy:
        menu_side in menu_func.c, (null)
FUNCTION: make_color_array(color_array)
    calledBy:

           init_icon_colors in icon.c, (null)
FUNCTION: draw_trail(tank, force, x, y)
FUNCTION: erase_trail(tank)
    calledBy:
        draw_trail in icon.c, (null)
FUNCTION: init_trail(tank, x_pos, y_pos)
    calledBy:
        draw_trail in icon.c, (null)
FUNCTION: zoom_icon()
    calledBy:
        handle_display_zoom in handle_input.c, (null)
        paint_square_region in new_zoom.c, (null)
FUNCTION: top_level_zoom_icon()
    calledBy:
        display_top_map in display_top.c, (null)
FUNCTION: pre_zoom_icon()
FUNCTION: calc_scale_factor()
    calledBy:
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
FUNCTION: set_zoom_flags(flag)
FUNCTION: scale_icon(scale_factor)
    calledBy:
        menu_100x in menu_func.c, (null)
        menu_50x in menu_func.c, (null)
        menu_20x in menu_func.c, (null)
        menu_10x in menu_func.c, (null)
        menu_5x in menu_func.c, (null)
        menu_2x in menu_func.c, (null)
        menu_1x in menu_func.c, (null)
FUNCTION: change_icon_scaling(scale_factor)
    calledBy:
        scale_icon in icon.c, (null)
FUNCTION: calc_screen_scales()
    calledBy:
        init_icons in icon.c, (null)
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
FUNCTION: erase_all()
    calledBy:
        reinit_all_icons in icon.c, (null)
        pre_zoom_icon in icon.c, (null)
FUNCTION: erase_all()
    calledBy:
        reinit_all_icons in icon.c, (null)
        pre_zoom_icon in icon.c, (null)
FUNCTION: erase_all_tanks()
    calledBy:
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
FUNCTION: erase_all_trails()
FUNCTION: erase_whole_trail(tank)
    calledBy:
        delete_icon in icon.c, (null)

erase_all in icon.c, IFNDEF ERASE_ALL
erase_all_trails in icon.c, (null)
FUNCTION: force_redraw_of_icons()
    calledBy:
        draw_routes in catc.c, (null)
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
        menu_clear in menu_func.c, (null)
        menu_intervis_clear in menu_func.c, (null)
FUNCTION: redraw_trail(tank)
FUNCTION: get_icon_scale()
    calledBy:
        handle_quickzoom in handle_input.c, (null)
        handle_previous_view in handle_input.c, (null)
        handle_next_view in handle_input.c, (null)
        handle_repaint in handle_input.c, (null)
        handle_zoom_out in handle_input.c, (null)
        handle_zoom_to_scale in handle_input.c, (null)
        handle_update_display in handle_input.c, (null)
        handle_display_zoom in handle_input.c, (null)
FUNCTION: check_for_target_hit(iptr)
    calledBy:
        direct_fire_hit in dir_fire.c, IFDEF OBSOLETE
FUNCTION: calc_initial_icon_size()
    calledBy:
        init_icons in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
FUNCTION: zoomed_in()
    calledBy:
        zoom_icon in icon.c, (null)
FUNCTION: set_symbolic_mode(state)
    calledBy:
        menu_100x in menu_func.c, (null)
        menu_50x in menu_func.c, (null)
        menu_20x in menu_func.c, (null)
        menu_10x in menu_func.c, (null)
        menu_5x in menu_func.c, (null)
        menu_2x in menu_func.c, (null)
        menu_1x in menu_func.c, (null)
        menu_symbolic in menu_func.c, (null)
FUNCTION: create_symbolic_icons()
    calledBy:
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
        set_symbolic_mode in icon.c, (null)
FUNCTION: get_true_icon_scale()
    calledBy:
        toggle_nearest_tank in select.c, (null)
FUNCTION: icon_get_total_scale(scale_x, scale_y)
    calledBy:
        create_feature_icons in icon_fea.c, (null)
FUNCTION: draw_marker(pkt)

        calledBy:
            process_minefield_marker_pdu in mines.c, (null)
    FUNCTION: draw_lane(pkt)
        calledBy:
            process_breached_lane_pdu in mines.c, (null)
    FUNCTION: draw_minefield(pkt)
        calledBy:
            process_minefield_pdu in mines.c, (null)
FILE: icon_fea.c
    FUNCTION: set_opaque_mode(mode)
        calledBy:
            menu_icon_background in menu_func.c, (null)
            menu_icon_no_background in menu_func.c, (null)
    FUNCTION: highlight_feature_icon(iconP, hue)
        calledBy:
            highlight_icon in icon.c, (null)
            move_feature_icon in icon_fea.c, (null)
    FUNCTION: draw_feature_icon(iconP, hue)
        calledBy:
            force_redraw_of_icons in icon.c, (null)
            erase_old_feature_icon in icon_fea.c, (null)
            move_feature_icon in icon_fea.c, (null)
    FUNCTION: erase_old_feature_icon(iconP)
        calledBy:
            erase_old_tank in icon.c, (null)
            move_feature_icon in icon_fea.c, (null)
    FUNCTION: move_feature_icon(iconP, type, force, x, y)
        calledBy:
            move_icon in icon.c, (null)
    FUNCTION: create_unit_piece()
        calledBy:
            create_armor_symbol in icon_fea.c, (null)
            create_armored_cavalry_symbol in icon_fea.c, (null)
            create_air_defense_symbol in icon_fea.c, (null)
            create_mechanized_infantry_symbol in icon_fea.c, (null)
            create_fwa_symbol in icon_fea.c, (null)
            create_rwa_symbol in icon_fea.c, (null)
            create_attack_helo_symbol in icon_fea.c, (null)
    FUNCTION: create_armor_piece()
        calledBy:
            create_armor_symbol in icon_fea.c, (null)
            create_armored_cavalry_symbol in icon_fea.c, (null)
            create_mechanized_infantry_symbol in icon_fea.c, (null)
    FUNCTION: create_cavalry_piece()
        calledBy:
            create_armored_cavalry_symbol in icon_fea.c, (null)
    FUNCTION: create_infantry_piece()
        calledBy:
            create_mechanized_infantry_symbo. in icon_fea.c, (null)
    FUNCTION: create_air_defense_piece()
        calledBy:
            create_air_defense_symbol in icon_fea.c, (null)
    FUNCTION: create_aviation_piece()
        calledBy:

create_fwa_symbol in icon_fea.c, (null)
create_rwa_symbol in icon_fea.c, (null)
create_attack_helo_symbol in icon_fea.c, (null)
create_individual_fwa_symbol in icon_fea.c, (null)
create_individual_attack_rwa_symbol in icon_fea.c, (null)
FUNCTION: create_background_square_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_squad_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_section_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_platoon_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_company_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_battalion_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_regiment_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_armor_symbol(center_x, center_y)
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_armored_cavalry_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_air_defense_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_mechanized_infantry_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_fwa_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_rwa_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_attack_helo_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_highlight_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_individual_tank_symbol()
  calledBy:
create_feature_icons in icon_fea.c, (null)
FUNCTION: create_individual_mechanized_infantry_symbol()

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        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_individual_fwa_symbol()
        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_individual_attack_rwa_symbol()
        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_individual_scout_rwa_symbol()
        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_individual_ada_gun_symbol()
        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_individual_ada_missile_symbol()
        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_individual_mortar_symbol()
        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_individual_howitzer_symbol()
        calledBy:
            create_feature_icons in icon_fea.c, (null)
    FUNCTION: create_feature_icons()
        calledBy:
            init_icons in icon.c, (null)
            zoom_icon in icon.c, (null)
            top_level_zoom_icon in icon.c, (null)
            scale_icon in icon.c, (null)
            create_symbolic_icons in icon.c, (null)
FILE: indir_fire.c
    FUNCTION: init_bursts()
        calledBy:
            init_graph in init_graph.c, (null)
    FUNCTION: do_indirect_fire(indir_fire_pkt)
        calledBy:
            Collect_World_State in pvd_misc.c, (null)
    FUNCTION: report_ifire_to_screen(i_pkt)
        calledBy:
            do_indirect_fire in indir_fire.c, (null)
    FUNCTION: pr_ifire_map_coords(i_pkt)
        calledBy:
            report_ifire_to_screen in indir_fire.c, (null)
    FUNCTION: draw_bursts(type_burst, i_pkt, color)
        calledBy:
            do_indirect_fire in indir_fire.c, (null)
            do_indirect_fire in indir_fire.c, IFDEF SMOKE
            do_indirect_fire in indir_fire.c, (null)
            check_burst_duration in indir_fire.c, (null)
            check_burst_duration in indir_fire.c, IFDEF SMOKE
            check_burst_duration in indir_fire.c, (null)
            erase_all_bursts in indir_fire.c, (null)
            erase_all_bursts in indir_fire.c, IFDEF SMOKE
            erase_all_bursts in indir_fire.c, (null)
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FUNCTION: create_all_burst_segs(burst_scale)
   calledBy:
      zoom_icon in icon.c, (null)
      top_level_zoom_icon in icon.c, (null)
      scale_icon in icon.c, (null)
      create_symbolic_icons in icon.c, (null)
      init_bursts in indir_fire.c, (null)
FUNCTION: create_burst_segment(burst_array, scale_factor, burst_scale)
   calledBy:
      create_all_burst_segs in indir_fire.c, (null)
FUNCTION: save_indir_fire_info(i_pkt)
   calledBy:
      do_indirect_fire in indir_fire.c, (null)
FUNCTION: check_burst_duration()
   calledBy:
      Update_Graphics_Display in graph.c, (null)
FUNCTION: erase_all_bursts()
   calledBy:
      pre_zoom_icon in icon.c, (null)
      scale_icon in icon.c, (null)
      create_symbolic_icons in icon.c, (null)
FUNCTION: check_det(det)
   calledBy:
      pr_ifire_map_coords in indir_fire.c, (null)
      draw_bursts in indir_fire.c, (null)
FUNCTION: set_firefinder()
   calledBy:
      init_environment in init_env.c, (null)
FILE: init_bell.c
  FUNCTION: init_bell()
FILE: init_cmap.c
  FUNCTION: flag_map_colors()
   calledBy:
      init_environment in init_env.c, (null)
  FUNCTION: init_terrain_cmap(shift)
   calledBy:
      init_graph in init_graph.c, (null)
  FUNCTION: mapcolor(index, red, green, blue, shift)
FILE: init_contour.c
  FUNCTION: init_contour()
   calledBy:
      reinit_db in new_zoom.c, (null)
      init_paint_system in new_zoom.c, (null)
  FUNCTION: new_contour_interval(interval)
   calledBy:
      create_file in finite_zoom.c, IFDEF MAKE_BMS_MAP
      create_bitmap in finite_zoom.c, IFNDEF MAKE_BMS_MAP
      create_bitmap in finite_zoom.c, (null)
      change_contour_interval in handle_input.c, (null)
  FUNCTION: set_contour_interval(start_z, spacing, num_z)
   calledBy:
      init_contour in init_contour.c, (null)
      new_contour_interval in init_contour.c, (null)
  FUNCTION: read_elevation_limits()

       calledBy:
          init_contour in init_contour.c, (null)
    FUNCTION: get_contour_interval()
       calledBy:
          create_bitmap in finite_zoom.c, (null)
FILE: init_env.c
    FUNCTION: init_environment()
       calledBy:
          main in pvd.c, (null)
    FUNCTION: get_data_directory()
       calledBy:
          init_activate_strings in activate.c, (null)
          init_catc_files in catc_files.c, IFDEF OLD_CATC
          error_box in error_box.c, (null)
          help in help.c, (null)
          reinit_db in new_zoom.c, (null)
          init_over_files in over_files.c, (null)
    FUNCTION: get_vr_host()
       calledBy:
          init_connections in logger_comm.c, IFDEF PRE_FIO
          get_loggerAvailReplys in logger_comm.c, (null)
          find_loggers in logger_comm.c, (null)
          menu_connect in menu_func.c, (null)
    FUNCTION: get_pt_host()
       calledBy:
          init_connections in logger_comm.c, IFDEF PRE_FIO
    FUNCTION: get_rc_host()
       calledBy:
          transfer_catc_file in catc_files.c, (null)
    FUNCTION: get_dp_address()
    FUNCTION: get_db_directory()
       calledBy:
          display_top_map in display_top.c, (null)
          draw_top_contours in draw_contour.c, (null)
          init_discrete_zoom in finite_zoom.c, (null)
          discrete_zoom in finite_zoom.c, IFDEF OBSOLETE
          read_elevation_limits in init_contour.c, IFDEF OBSOLETE
          init_event_flag_strings in menu.c, (null)
          reinit_db in new_zoom.c, (null)
          read_map_width in new_zoom.c, (null)
          main in pvd.c, (null)
          init_user_interface in pvd_iface.c, (null)
          save_zoom in save_zoom.c, (null)
          recall_zoom in save_zoom.c, (null)
    FUNCTION: make_path_name(directory, file_name, path)
       calledBy:
          init_catc_files in catc_files.c, IFDEF OLD_CATC
          display_top_map in display_top.c, (null)
          draw_top_contours in draw_contour.c, (null)
          error_box in error_box.c, (null)
          init_discrete_zoom in finite_zoom.c, (null)
          discrete_zoom in finite_zoom.c, IFDEF OBSOLETE
          help in help.c, (null)
          read_elevation_limits in init_contour.c, IFDEF OBSOLETE

reinit_db in new_zoom.c, (null)
read_map_width in new_zoom.c, (null)
init_over_files in over_files.c, (null)
main in pvd.c, (null)
init_user_interface in pvd_iface.c, (null)
FUNCTION: get_discrete_zoom_levels()
FUNCTION: get_patches_to_cache()
   calledBy:
reinit_db in new_zoom.c, (null)
main in pvd.c, (null)
FUNCTION: get_stealth_address()
   calledBy:
teleport_stealth in place.c, (null)
attach_stealth in place.c, (null)
set_stealth_exercise in place.c, (null)
set_exercise in pvd_misc.c, IFDEF OBSOLETE
FUNCTION: get_db_names(entry_num)
   calledBy:
init_database_strings in menu.c, (null)
switch_database in switch_db.c, (null)
FILE: init_flags.c
   FUNCTION: init_flags()
      calledBy:
main in pvd.c, (null)
FILE: init_graph.c
   FUNCTION: init_graph()
      calledBy:
main in pvd.c, (null)
FILE: init_window.c
   FUNCTION: init_window_colors()
      calledBy:
init_graph in init_graph.c, (null)
FILE: interact.c
   FUNCTION: get_typed_input(prompt)
      calledBy:
drop_target in catc.c, (null)
menu_forward_abs in menu_func.c, IFDEF PRE_FIO
menu_forward_rel in menu_func.c, IFDEF PRE_FIO
menu_backward_rel in menu_func.c, IFDEF PRE_FIO
menu_set_exercise in menu_func.c, (null)
   FUNCTION: get_typed_input_float(prompt, default_val)
      calledBy:
menu_set_view_height in menu_func.c, IFNDEF OLD_SCANF
menu_set_target_height in menu_func.c, IFNDEF OLD_SCANF
menu_view_range in menu_func.c, IFNDEF OLD_SCANF
menu_set_altitude_hazard in menu_func.c, (null)
   FUNCTION: get_typed_input_str(prompt, default_str)
      calledBy:
save_target_list in catc_files.c, IFDEF CHECK_EXISTENCE
play_logger in logger_comm.c, (null)
save_over in overlayif.c, (null)
select_vehicle_by_name in select.c, (null)
   FUNCTION: input_name(Prompt, user_buffer, default_str)
      calledBy:

           recall_target_list in catc_files.c, (null)
           save_target_list in catc_files.c, (null)
           delete_catc_file in catc_files.c, (null)
           transfer_catc_file in catc_files.c, (null)
           save_feature_file in features.c, (null)
           recall_feature_file in features.c, (null)
           delete_feature_file in features.c, (null)
           get_overlay in overlayif.c, (null)
           save_over in overlayif.c, (null)
           delete_over_file in overlayif.c, (null)
           transfer_over_file in overlayif.c, (null)
   FUNCTION: flush_stdin()
      calledBy:
         get_typed_input in interact.c, (null)
         get_typed_input_float in interact.c, (null)
         get_typed_input_str in interact.c, (null)
         input_name in interact.c, (null)
         menu_set_view_height in menu_func.c, IFDEF OLD_SCANF
         menu_set_target_height in menu_func.c, IFDEF OLD_SCANF
         menu_view_range in menu_func.c, IFDEF OLD_SCANF
FILE: intern_send.c
   FUNCTION: fake_deactivate(vehicle_id)
   FUNCTION: init_internal_ring_buffers()
   FUNCTION: send_buffer_to_self(net_buffer)
   FUNCTION: fake_filter(buffer)
      calledBy:
         send_buffer_to_self in intern_send.c, IFDEF SAVE_FOR_CATC_91
   FUNCTION: enqueue_buffer_into_fake_ring(buffer)
      calledBy:
         send_buffer_to_self in intern_send.c, IFDEF SAVE_FOR_CATC_91
   FUNCTION: process_internal_ring_buffer()
FILE: intervis.c
   FUNCTION: intervisibility(from_x, from_y, to_x, to_y, view_height, target_height)
      calledBy:
         menu_pt_to_pt in menu_func.c, (null)
   FUNCTION: init_intervisibility()
      calledBy:
         init_terrain_db in new_zoom.c, (null)
         reinit_db in new_zoom.c, (null)
   FUNCTION: new_intervis(from_x, from_y, to_x, to_y, view_height, target_height)
      calledBy:
         menu_seg_pt_to_pt in menu_func.c, (null)
   FUNCTION: draw_coded_line(segments, num_segments, final_x, final_y)
      calledBy:
         new_intervis in intervis.c, IF ! DEBUG_RM_SEGMENT_TEST
         real_intervis_360 in intervis.c, (null)
   FUNCTION: set_ray_color(visibility_code)
      calledBy:
         intervisibility in intervis.c, (null)
         new_intervis in intervis.c, IF DEBUG_PT_TO_PT
         new_intervis in intervis.c, IF ! DEBUG_RM_SEGMENT_TEST
         draw_coded_line in intervis.c, (null)
         emb_attenuate in intervis.c, (null)

FUNCTION: intervis_360(from_x, from_y, num_rays, max_range, view_height,
    target_height)
FUNCTION: real_intervis_360(from_x, from_y, num_rays, max_range, view_height,
    target_height)
    calledBy:
      menu_area in menu_func.c, (null)
FUNCTION: intervis_vehicles(from_xm, from_ym, from_zm, world_state,
    view_height, target_height, side_code, tags, print)
    calledBy:
      menu_pt_to_veh in menu_func.c, (null)
      do_vehicle_to_vehicle in vehicle_to_v.c, (null)
      update_vehicle_to_vehicle in vehicle_to_v.c, (null)
FUNCTION: emb_attenuate(from_x, from_y, to_x, to_y, view_height, target_height)
    calledBy:
      menu_emb in menu_func.c, (null)
FUNCTION: draw_x(x, y)
    calledBy:
      intervisibility in intervis.c, (null)
      new_intervis in intervis.c, IF DEBUG_PT_TO_PT
      new_intervis in intervis.c, IF ! DEBUG_RM_SEGMENT_TEST
      emb_attenuate in intervis.c, (null)
      highlight_altitude_hazard in new_zoom.c, (null)
FUNCTION: attenuation_factor(distance, frequency)
    calledBy:
      emb_attenuate in intervis.c, (null)
FUNCTION: print_visibility_code(fp, visibility_code)
    calledBy:
      intervisibility in intervis.c, (null)
      new_intervis in intervis.c, IF DEBUG_PT_TO_PT
      new_intervis in intervis.c, IF ! DEBUG_RM_SEGMENT_TEST
      emb_attenuate in intervis.c, (null)
FILE: lase.c
    FUNCTION: lase(l_variant)
      calledBy:
        Collect_World_State in pvd_misc.c, (null)
    FUNCTION: display_lase(l_variant)
      calledBy:
        lase in lase.c, (null)
    FUNCTION: draw_laser(laser_packet)
      calledBy:
        lase in lase.c, (null)
    FUNCTION: save_laser_info(laser_x, laser_y, muzzle_x, muzzle_y)
      calledBy:
        draw_laser in lase.c, (null)
    FUNCTION: show_laser_beam(laser_x, laser_y, muzzle_x, muzzle_y)
      calledBy:
        draw_laser in lase.c, (null)
    FUNCTION: check_lasing_duration()
      calledBy:
        Update_Graphics_Display in graph.c, (null)
FILE: logger_comm.c
    FUNCTION: init_connections()
      calledBy:
        menu_done in menu_func.c, (null)

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                    main in pvd.c, (null)
         FUNCTION: get_loggerAvailReplys(buf, length, group, protocol, originator)
         FUNCTION: find_loggers()
            calledBy:
                menu_connect in menu_func.c, (null)
         FUNCTION: get_loggerConnectAck(buf, length, group, protocol, originator)
         FUNCTION: connect_to_logger()
            calledBy:
                menu_connect_dl in menu_func.c, (null)
         FUNCTION: disconnect_dl()
            calledBy:
                menu_disconnect_dl in menu_func.c, (null)
         FUNCTION: play_logger()
            calledBy:
                menu_dl_play in menu_func.c, (null)
         FUNCTION: record_logger()
            calledBy:
                menu_dl_record in menu_func.c, (null)
         FUNCTION: continue_logger()
            calledBy:
                menu_dl_go in menu_func.c, (null)
         FUNCTION: logger_freeze()
            calledBy:
                menu_freeze in menu_func.c, (null)
         FUNCTION: logger_stop()
            calledBy:
                menu_stop in menu_func.c, (null)
         FUNCTION: logger_speed(speed)
            calledBy:
                menu_fast_forward in menu_func.c, (null)
                menu_normal_speed in menu_func.c, (null)
         FUNCTION: logger_seek(seconds, relative_to_current_loc)
            calledBy:
                menu_forward_abs in menu_func.c, (null)
                menu_rewind in menu_func.c, (null)
                menu_forward_rel in menu_func.c, (null)
                menu_backward_rel in menu_func.c, (null)
         FUNCTION: get_logger_address()
         FUNCTION: get_logger_name()
            calledBy:
                connect_ack_nak_handler in pvdrtc.c, (null)
                information_handler in pvdrtc.c, (null)
         FUNCTION: get_logger_name_from_address(addr)
            calledBy:
                status_reply_handler in pvdrtc.c, IFDEF NEEDS_WORK
         FUNCTION: get_logger_broadcast_address()
            calledBy:
                do_avail_request in pvdrtc.c, (null)
FILE: low_contour.c
   FUNCTION: main()
   FUNCTION: contour_poly(num_vertex, vertex, vertex_list, z_levels, num_z_levels)
      calledBy:
          contour_patch in delt_contour.c, (null)
          main in low_contour.c, IFDEF INTEGRAL_TEST_PROGRAM
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FUNCTION: encode_contour(threshold, poly, num_points, vertex_list, edge_1, edge_2)
    calledBy:
        contour_poly in low_contour.c, (null)
FUNCTION: draw_delta_poly(num_vertex, vertex, vertex_list)
    calledBy:
        contour_patch in delt_contour.c, (null)
        main in low_contour.c, IFDEF INTEGRAL_TEST_PROGRAM
FILE: measures.c
    FUNCTION: heading(hull_to_world)
        calledBy:
            heading_fraction in measures.c, (null)
            relative_bearing in measures.c, IFDEF OBSOLETE_MAYBE
            print_vehicle in text.c, (null)
    FUNCTION: heading_fraction(hull_to_world)
        calledBy:
            Update_Graphics_Display in graph.c, (null)
    FUNCTION: normalize(fraction)
    FUNCTION: rel_turret(turret_az)
        calledBy:
            get_turret_degrees in text.c, (null)
    FUNCTION: rel_gun(gun_el)
        calledBy:
            get_gun_degrees in text.c, (null)
    FUNCTION: rel_turret(turret_array)
        calledBy:
            get_turret_degrees in text.c, (null)
    FUNCTION: rel_gun(gun_array)
        calledBy:
            get_gun_degrees in text.c, (null)
    FUNCTION: find_closest(appearances, my_tank, range, bearing)
    FUNCTION: relative_bearing(appearances, viewing, viewed)
        calledBy:
            find_closest in measures.c, IFDEF OBSOLETE_MAYBE
    FUNCTION: angle_normalize(rads)
        calledBy:
            relative_bearing in measures.c, IFDEF OBSOLETE_MAYBE
    FUNCTION: dist2(from_x, from_y, to_x, to_y)
        calledBy:
            clip_to_map in clipper.c, (null)
            find_closest in measures.c, IFDEF OBSOLETE_MAYBE
            text_ruler in ruler.c, (null)
    FUNCTION: dist_3(x0, y0, z0, x1, y1, z1)
        calledBy:
            display_lase in lase.c, (null)
    FUNCTION: cmc_msec(sec)
        calledBy:
            menu_forward_abs in menu_func.c, IFDEF PRE_FIO
            menu_forward_rel in menu_func.c, IFDEF PRE_FIO
            menu_backward_rel in menu_func.c, IFDEF PRE_FIO
FILE: memory.c
    FUNCTION: get_all_memory(last_chunk)
        calledBy:
            menu_space in menu_func.c, (null)

FUNCTION: get_biggest_memory_chunk(chunk)
    calledBy:
        get_all_memory in memory.c, (null)
        menu_space in menu_func.c, (null)
FILE: menu.c
    FUNCTION: init_menu_params()
        calledBy:
            init_menus in menu.c, (null)
    FUNCTION: init_menus()
        calledBy:
            init_user_interface in pvd_iface.c, (null)
    FUNCTION: init_menu(menu_table, menu, type)
        calledBy:
            init_menus in menu.c, (null)
    FUNCTION: set_entry_locations(menu)
        calledBy:
            init_menu in menu.c, (null)
    FUNCTION: draw_menu(menu)
        calledBy:
            chg_status_of_menu_grp in menu.c, (null)
            draw_setup_menu in menu.c, (null)
            draw_route_menu in menu.c, (null)
            draw_catc_menu in menu.c, (null)
            draw_feature_menu in menu.c, (null)
            draw_nlos_courses_menu in menu.c, (null)
            draw_overlay_menu in menu.c, (null)
            draw_default_menu in menu.c, (null)
            menu_top_menu_2 in menu_func.c, (null)
            menu_overlay in menu_func.c, (null)
            menu_top_menu_1 in menu_func.c, (null)
            menu_nlos in menu_func.c, (null)
            menu_stealth in menu_func.c, (null)
            back_to_menu1 in menu_func.c, (null)
            back_to_menu2 in menu_func.c, (null)
            menu_activate in menu_func.c, (null)
    FUNCTION: draw_disabled_backgnd(grp, row)
        calledBy:
            draw_menu in menu.c, (null)
    FUNCTION: make_title(row_loc, title)
        calledBy:
            draw_menu in menu.c, (null)
    FUNCTION: init_menu_window()
        calledBy:
            init_menus in menu.c, (null)
    FUNCTION: menu_select(row, column, x, y)
        calledBy:
            handle_menu in menu.c, (null)
    FUNCTION: handle_menu(x, y)
        calledBy:
            catc_mouse in catc.c, (null)
            feature_event_loop in features.c, (null)
            draw_setup_menu in menu.c, (null)
            draw_route_menu in menu.c, (null)
            overlay_mouse in overlayif.c, (null)

handle_mouse in pvd_iface.c, (null)
FUNCTION: chg_status_of_menu_grp(grp_name, menu, status)
    calledBy:
        change_phantom_status in menu.c, (null)
        change_logger_status in menu.c, (null)
        change_dataprobe_status in menu.c, (null)
FUNCTION: change_phantom_status(status)
    calledBy:
        init_connections in logger_comm.c, IFDEF PRE_FIO
FUNCTION: change_logger_status(status)
    calledBy:
        init_connections in logger_comm.c, IFDEF PRE_FIO
        connect_to_logger in logger_comm.c, (null)
        disconnect_dl in logger_comm.c, (null)
        menu_quit in menu_func.c, IFDEF PRE_FIO
FUNCTION: change_dataprobe_status(status)
FUNCTION: set_menu_icon_scale(value)
    calledBy:
        zoom_icon in icon.c, (null)
        top_level_zoom_icon in icon.c, (null)
FUNCTION: draw_setup_menu()
    calledBy:
        menu_connect in menu_func.c, (null)
        init_user_interface in pvd_iface.c, (null)
FUNCTION: draw_route_menu()
FUNCTION: draw_catc_menu()
FUNCTION: draw_feature_menu()
FUNCTION: draw_nlos_courses_menu()
FUNCTION: draw_overlay_menu()
    calledBy:
        read_over in overlayif.c, (null)
        edit_over in overlayif.c, (null)
FUNCTION: get_current_menu()
    calledBy:
        check_mark in menu_fea.c, (null)
        edit_menu_strings in menu_fea.c, (null)
FUNCTION: init_event_flag_strings()
    calledBy:
        init_menus in menu.c, (null)
FUNCTION: init_database_strings()
    calledBy:
        init_menus in menu.c, (null)
FUNCTION: flag_activate_menu()
    calledBy:
        init_environment in init_env.c, (null)
FUNCTION: flag_nlos_menu()
    calledBy:
        set_nlos_mode in nlos.c, (null)
FUNCTION: flag_stealth_menu()
    calledBy:
        init_environment in init_env.c, (null)
FUNCTION: flag_catc_menu()
    calledBy:
        init_environment in init_env.c, (null)

FUNCTION: display_nlos_menu()
  calledBy:
    init_menus in menu.c, (null)
FUNCTION: display_stealth_menu()
  calledBy:
    init_menus in menu.c, (null)
FUNCTION: display_activate_menu()
  calledBy:
    init_menus in menu.c, (null)
FUNCTION: display_catc_menu()
  calledBy:
    init_menus in menu.c, (null)
FUNCTION: set_default_menu(menu_name)
  calledBy:
    init_environment in init_env.c, (null)
FUNCTION: draw_default_menu()
  calledBy:
    main in pvd.c, (null)
FILE: menu_fea.c
  FUNCTION: check_mark(grp_name, name, menu)
    calledBy:
      set_menu_icon_scale in menu.c, (null)
      draw_catc_menu in menu.c, (null)
      draw_nlos_courses_menu in menu.c, (null)
      menu_dl_go in menu_func.c, (null)
      menu_dl_go in menu_func.c, IFDEF PRE_FIO
      menu_quit in menu_func.c, IFDEF PRE_FIO
      menu_freeze in menu_func.c, (null)
      menu_100x in menu_func.c, (null)
      menu_50x in menu_func.c, (null)
      menu_20x in menu_func.c, (null)
      menu_10x in menu_func.c, (null)
      menu_5 in menu_func.c, (null)
      menu_2x in menu_func.c, (null)
      menu_1x in menu_func.c, (null)
      menu_symbolic in menu_func.c, (null)
      menu_10k_m in menu_func.c, (null)
      menu_1k_m in menu_func.c, (null)
      menu_500_m in menu_func.c, (null)
      menu_250_m in menu_func.c, (null)
      menu_60_m in menu_func.c, (null)
      menu_20_m in menu_func.c, (null)
      menu_10_m in menu_func.c, (null)
      menu_5_m in menu_func.c, (null)
      menu_set_all_align in menu_func.c, (null)
      menu_set_opposing_align in menu_func.c, (null)
      menu_terrain in menu_func.c, (null)
      menu_icon in menu_func.c, (null)
      menu_intervis in menu_func.c, (null)
      menu_mouse_help in menu_func.c, (null)
      menu_knox in menu_func.c, IFDEF OLD
      menu_graf in menu_func.c, IFDEF OLD
      menu_bergen in menu_func.c, IFDEF OLD
      menu_hunter in menu_func.c, IFDEF OLD

menu_connect_pt in menu_func.c, (null)
menu_dont_connect_pt in menu_func.c, (null)
menu_connect_dl in menu_func.c, IFDEF PRE_FIO
menu_connect_dl in menu_func.c, (null)
menu_disconnect_dl in menu_func.c, IFDEF PRE_FIO
menu_disconnect_dl in menu_func.c, (null)
menu_connect_dp in menu_func.c, (null)
menu_dont_connect_dp in menu_func.c, (null)
menu_logging_on in menu_func.c, (null)
menu_logging_off in menu_func.c, (null)
menu_route_road in menu_func.c, IFDEF ROUTE
menu_route_xcountry in menu_func.c, IFDEF ROUTE
menu_catc_vehicle in menu_func.c, (null)
menu_catc_mover_oblique in menu_func.c, (null)
menu_catc_mover_frontal in menu_func.c, (null)
menu_catc_personnel in menu_func.c, (null)
menu_catc_place_tgt in menu_func.c, (null)
menu_move_tgt_or_pt in menu_func.c, (null)
menu_show_tgt_list in menu_func.c, (null)
menu_catc_remove_tgt in menu_func.c, (null)
menu_activate_veh_mode in menu_func.c, (null)
menu_deactivate_veh_mode in menu_func.c, (null)
menu_altitude_1 in menu_func.c, (null)
menu_altitude_2 in menu_func.c, (null)
menu_altitude_3 in menu_func.c, (null)
menu_altitude_4 in menu_func.c, (null)
menu_altitude_5 in menu_func.c, (null)
menu_altitude_6 in menu_func.c, (null)
menu_altitude_7 in menu_func.c, (null)
menu_altitude_8 in menu_func.c, (null)
menu_altitude_9 in menu_func.c, (null)
menu_altitude_10 in menu_func.c, (null)
menu_alt_abs in menu_func.c, (null)
menu_alt_rel in menu_func.c, (null)
menu_feature_object_info in menu_func.c, (null)
menu_feature_place_object in menu_func.c, (null)
menu_feature_move_object in menu_func.c, (null)
menu_feature_remove_object in menu_func.c, (null)
menu_send_features in menu_func.c, (null)
menu_dont_send_features in menu_func.c, (null)
menu_feature_M977 in menu_func.c, (null)
menu_feature_Ben_Franklin in menu_func.c, (null)
menu_feature_mi28 in menu_func.c, (null)
menu_feature_new in menu_func.c, (null)
menu_view_ground_vehicles in menu_func.c, (null)
menu_view_platoons in menu_func.c, (null)
menu_view_companies in menu_func.c, (null)
menu_view_battalions in menu_func.c, (null)
menu_view_sorties in menu_func.c, (null)
menu_view_flights in menu_func.c, (null)
menu_icon_background in menu_func.c, (null)
menu_icon_no_background in menu_func.c, (null)
switch_database in switch_db.c, (null)
FUNCTION: edit_menu_strings(grp_name, old_name, new_name, menu, redraw)

        calledBy:
            init_activate_strings in activate.c, (null)
            init_event_flag_strings in menu.c, (null)
            init_database_strings in menu.c, (null)
            edit_entry in menu_fea.c, (null)
            edit_menu_func in menu_fea.c, (null)
    FUNCTION: edit_entry(grp_name, old_name, new_name, menu)
        calledBy:
            cross_menu_entry_on in edit_menu.c, (null)
            cross_menu_entry_off in edit_menu.c, (null)
            set_format_utm in edit_menu.c, (null)
            set_format_xy in edit_menu.c, (null)
            grid_menu_entry_on in edit_menu.c, (null)
            grid_menu_entry_off in edit_menu.c, (null)
            contour_menu_entry_on in edit_menu.c, (null)
            contour_menu_entry_off in edit_menu.c, (null)
            help_menu_entry_on in edit_menu.c, (null)
            help_menu_entry_off in edit_menu.c, (null)
            shading_menu_entry_on in edit_menu.c, (null)
            shading_menu_entry_off in edit_menu.c, (null)
            choose_distinguished in edit_menu.c, (null)
            choose_other in edit_menu.c, (null)
            menu_toggle_intervis_align in menu_func.c, (null)
    FUNCTION: change_menu_func(menu, name, func)
        calledBy:
            edit_menu_func in menu_fea.c, (null)
    FUNCTION: edit_menu_func(grp_name, old_name, new_name, func, menu)
        calledBy:
            display_nlos_menu in menu.c, (null)
            display_stealth_menu in menu.c, (null)
            display_activate_menu in menu.c, (null)
FILE: menu_func.c
    FUNCTION: nop()
    FUNCTION: menu_zoom_in()
    FUNCTION: menu_zoom_out()
    FUNCTION: menu_pan()
    FUNCTION: menu_zoom_125()
    FUNCTION: menu_zoom_50()
    FUNCTION: menu_zoom_25()
    FUNCTION: menu_top_level()
    FUNCTION: menu_display_zoom()
    FUNCTION: menu_previous_view()
    FUNCTION. menu_next_view()
    FUNCTION: menu_save_zoom()
    FUNCTION: menu_cross_section()
    FUNCTION: menu_colin()
    FUNCTION: menu_ruler()
    FUNCTION: menu_help()
    FUNCTION: menu_track()
    FUNCTION: menu_test_flag()
    FUNCTION: menu_teleport()
    FUNCTION: menu_area()
    FUNCTION: menu_veh_to_veh()
    FUNCTION: menu_pt_to_veh()

FUNCTION: menu_seg_pt_to_pt()
FUNCTION: menu_pt_to_pt()
FUNCTION: menu_emb()
FUNCTION: menu_space()
FUNCTION: menu_clear()
    calledBy:
        menu_show_tgt_list in menu_func.c, (null)
FUNCTION: menu_intervis_clear()
FUNCTION: menu_stealth_teleport()
FUNCTION: menu_stealth_teleport_and_azimuth()
FUNCTION: menu_stealth_attach()
FUNCTION: menu_stealth_mimic()
FUNCTION: menu_dl_play()
FUNCTION: menu_dl_record()
FUNCTION: menu_dl_go()
FUNCTION: menu_quit()
    calledBy:
        menu_connect_dl in menu_func.c, IFDEF PRE_FIO
        menu_disconnect_dl in menu_func.c, IFDEF PRE_FIO
FUNCTION: menu_stop()
FUNCTION: menu_freeze()
FUNCTION: menu_fast_forward()
FUNCTION: menu_normal_speed()
FUNCTION: menu_forward_abs()
FUNCTION: menu_rewind()
FUNCTION: menu_forward_rel()
FUNCTION: menu_backward_rel()
FUNCTION: menu_top_menu_2()
FUNCTION: menu_connect()
FUNCTION: menu_overlay()
FUNCTION: menu_operations()
FUNCTION: menu_intelligence()
FUNCTION: menu_fire_support()
FUNCTION: menu_tac_air()
FUNCTION: menu_engineer()
FUNCTION: menu_red()
FUNCTION: menu_blue()
FUNCTION: menu_black()
FUNCTION: menu_green()
FUNCTION: menu_thin()
FUNCTION: menu_thick()
FUNCTION: menu_dashed()
FUNCTION: menu_modify()
FUNCTION: menu_not_modify()
FUNCTION: menu_display()
FUNCTION: menu_100x()
    calledBy:
        calc_initial_icon_size in icon.c, (null)
FUNCTION: menu_50x()
    calledBy:
        calc_initial_icon_size in icon.c, (null)
FUNCTION: menu_20x()
FUNCTION: menu_10x()
FUNCTION: menu_5x()

FUNCTION: menu_2x()
FUNCTION: menu_1x()
FUNCTION: menu_symbolic()
    calledBy:
        top_level_zoom_icon in icon.c, (null)
FUNCTION: menu_10k_m()
FUNCTION: menu_1k_m()
FUNCTION: menu_500_m()
FUNCTION: menu_250_m()
FUNCTION: menu_60_m()
FUNCTION: menu_20_m()
FUNCTION: menu_10_m()
FUNCTION: menu_5_m()
FUNCTION: menu_set_view_height()
FUNCTION: menu_set_target_height()
FUNCTION: menu_view_range()
FUNCTION: menu_toggle_intervis_align()
FUNCTION: menu_set_all_align()
FUNCTION: menu_set_opposing_align()
FUNCTION: menu_terrain()
FUNCTION: menu_icon()
FUNCTION: menu_nlos_hazards()
FUNCTION: menu_set_altitude_hazard()
FUNCTION: menu_intervis()
FUNCTION: menu_mouse_help()
FUNCTION: menu_zone()
FUNCTION: menu_interactive()
FUNCTION: menu_xy_plot()
FUNCTION: menu_knox()
FUNCTION: menu_graf()
FUNCTION: menu_bergen()
FUNCTION: menu_hunter()
FUNCTION: menu_switch_db1()
FUNCTION: menu_switch_db2()
FUNCTION: menu_switch_db3()
FUNCTION: menu_switch_db4()
FUNCTION: menu_top_menu_1()
FUNCTION: menu_nlos()
FUNCTION: menu_stealth()
FUNCTION: menu_contour()
FUNCTION: menu_toggle_shade()
FUNCTION: menu_set_exercise()
FUNCTION: menu_grid()
FUNCTION: menu_connect_pt()
FUNCTION: menu_dont_connect_pt()
FUNCTION: menu_connect_dl()
FUNCTION: menu_disconnect_dl()
FUNCTION: menu_connect_dp()
FUNCTION: menu_dont_connect_dp()
FUNCTION: menu_done()
FUNCTION: menu_logging_on()
FUNCTION: menu_logging_off()
FUNCTION: menu_clear_tanks()
FUNCTION: menu_save_route()

FUNCTION: menu_route_redraw()
FUNCTION: menu_recall_route()
FUNCTION: menu_mode_done()
FUNCTION: goto_top_menu1()
FUNCTION: back_to_menu1()
FUNCTION: back_to_menu2()
FUNCTION: menu_mark_points()
FUNCTION: menu_modify_route()
FUNCTION: menu_new_line()
FUNCTION: menu_add_to_line()
FUNCTION: menu_route_road()
FUNCTION: menu_route_xcountry()
FUNCTION: menu_catc_vehicle()
FUNCTION: menu_catc_mover_oblique()
FUNCTION: menu_catc_mover_frontal()
FUNCTION: menu_catc_personnel()
FUNCTION: menu_catc_place_tgt()
FUNCTION: menu_move_tgt_or_pt()
FUNCTION: menu_save_target_list()
FUNCTION: menu_recall_target_list()
FUNCTION: menu_list_catc_files()
FUNCTION: menu_catc_transfer_file()
FUNCTION: menu_delete_catc_file()
FUNCTION: menu_show_tgt_list()
FUNCTION: menu_catc_remove_tgt()
FUNCTION: menu_catc_clear_tgt_list()
FUNCTION: menu_symbol_create()
FUNCTION: menu_symbol_edit()
FUNCTION: menu_overline_create()
FUNCTION: menu_overline_newfeatures()
FUNCTION: menu_overline_newshape()
FUNCTION: menu_over_save()
FUNCTION: menu_over_read()
FUNCTION: menu_over_list()
FUNCTION: menu_over_delete()
FUNCTION: menu_over_transfer()
FUNCTION: menu_over_edit()
FUNCTION: menu_checkpt()
FUNCTION: menu_coordpt()
FUNCTION: menu_conpt()
FUNCTION: menu_linkpt()
FUNCTION: menu_relpt()
FUNCTION: menu_passpt()
FUNCTION: menu_deletept()
FUNCTION: menu_deleteov()
FUNCTION: menu_reduceov()
FUNCTION: menu_moveov()
FUNCTION: menu_addtextov()
FUNCTION: menu_eraseov()
FUNCTION: menu_redrawov()
FUNCTION: menu_resetov()
FUNCTION: menu_change_format()
FUNCTION: do_menu_event(event_number)
    calledBy:

```
                    menu_event1 in menu_func.c, (null)
                    menu_event2 in menu_func.c, (null)
                    menu_event3 in menu_func.c, (null)
                    menu_event4 in menu_func.c, (null)
                    menu_event5 in menu_func.c, (null)
                    menu_event6 in menu_func.c, (null)
                    menu_event7 in menu_func.c, (null)
                    menu_event8 in menu_func.c, (null)
        FUNCTION: menu_event1()
        FUNCTION: menu_event2()
        FUNCTION: menu_event3()
        FUNCTION: menu_event4()
        FUNCTION: menu_event5()
        FUNCTION: menu_event6()
        FUNCTION: menu_event7()
        FUNCTION: menu_event8()
        FUNCTION: menu_event1()
        FUNCTION: menu_event2()
        FUNCTION: menu_event3()
        FUNCTION: menu_event4()
        FUNCTION: menu_event5()
        FUNCTION: menu_event6()
        FUNCTION: menu_event7()
        FUNCTION: menu_event8()
        FUNCTION: menu_event9()
        FUNCTION: menu_event10()
        FUNCTION: menu_select_vehicle()
        FUNCTION: menu_side()
        FUNCTION: menu_dump_table()
        FUNCTION: menu_detail()
        FUNCTION: menu_activate()
        FUNCTION: menu_activate_1()
        FUNCTION: menu_activate_2()
        FUNCTION: menu_activate_3()
        FUNCTION: menu_activate_4()
        FUNCTION: menu_activate_5()
        FUNCTION: menu_activate_6()
        FUNCTION: menu_activate_7()
        FUNCTION: menu_activate_8()
        FUNCTION: menu_activate_9()
        FUNCTION: menu_activate_10()
        FUNCTION: menu_activate_veh_mode()
        FUNCTION: menu_deactivate_veh_mode()
        FUNCTION: menu_altitude_1()
        FUNCTION: menu_altitude_2()
        FUNCTION: menu_altitude_3()
        FUNCTION: menu_altitude_4()
        FUNCTION: menu_altitude_5()
        FUNCTION: menu_altitude_6()
        FUNCTION: menu_altitude_7()
        FUNCTION: menu_altitude_8()
        FUNCTION: menu_altitude_9()
        FUNCTION: menu_altitude_10()
        FUNCTION: menu_alt_abs()
```

FUNCTION: menu_alt_rel()
FUNCTION: menu_feature_object_info()
FUNCTION: menu_feature_place_object()
FUNCTION: menu_feature_move_object()
FUNCTION: menu_feature_remove_object()
FUNCTION: menu_feature_save_file()
FUNCTION: menu_feature_recall_file()
FUNCTION: menu_feature_list_files()
FUNCTION: menu_feature_delete_file()
FUNCTION: menu_feature_clear_object_list()
FUNCTION: menu_feature_redraw_objects()
FUNCTION: menu_send_features()
FUNCTION: menu_dont_send_features()
FUNCTION: menu_feature_M977()
FUNCTION: menu_feature_Ben_Franklin()
FUNCTION: menu_feature_mi28()
FUNCTION: menu_feature_new()
FUNCTION: menu_view_ground_vehicles()
FUNCTION: menu_view_platoons()
FUNCTION: menu_view_companies()
FUNCTION: menu_view_battalions()
FUNCTION: menu_view_sorties()
FUNCTION: menu_view_flights()
FUNCTION: menu_icon_background()
FUNCTION: menu_icon_no_background()
FILE: mines.c
FUNCTION: process_minefield_marker_pdu(pdu)
    calledBy:
        Collect_World_State in pvd_misc.c, (null)
FUNCTION: process_breached_lane_pdu(pdu)
    calledBy:
        Collect_World_State in pvd_misc.c, (null)
FUNCTION: process_minefield_pdu(pdu)
    calledBy:
        Collect_World_State in pvd_misc.c, (null)
FILE: move.c
FUNCTION: near_window(x, y)
FUNCTION: move_window(w)
FUNCTION: clear_window(w)
FUNCTION: select_region(x, y)
    calledBy:
        overlay_mouse in overlayif.c, (null)
        handle_mouse in pvd_iface.c, (null)
FUNCTION: constrain_to_screen(xl, yb, xr, yt, screen_xl, screen_yb, screen_xr, screen_yt)
    calledBy:
        move_window in move.c, (null)
FILE: new_overlay.c
FUNCTION: overlay_init()
    calledBy:
        main in pvd.c, (null)
FUNCTION: display_overlays(Planes, PencilHue, FoeHue, FriendHue, ClearHue)
FUNCTION: clear_overlays()
    calledBy:

              reset_overlay in overlayif.c, (null)

FUNCTION: calc_zoom_ratio()

    calledBy:

        mouse_to_controlpt in controlpt.c, (null)
        zoom_controlpt in controlpt.c, (null)
        erase_controlpt in controlpt.c, (null)
        draw_controlpt in controlptdrw.c, (null)
        display_overlays in new_overlay.c, (null)
        draw_overline in overdraw.c, (null)
        add_size in overdraw.c, (null)
        overline_features in overdraw.c, (null)
        find_offset in overdraw.c, (null)
        zoom_overlay in overlayif.c, (null)
        erase_overlay in overlayif.c, (null)
        reset_overlay in overlayif.c, (null)
        mouse_to_overline in overline.c, (null)
        overline_create in overlineif.c, (null)
        overline_newshape in overlineif.c, (null)
        overline_loop in overlineif.c, (null)
        overline_pencil_on in overlineif.c, (null)
        overline_erase in overlineif.c, (null)
        draw_symbol in symbol.c, (null)
        mouse_to_symbol in symbol.c, (null)
        erase_symbol in symbol.c, (null)
        zoom_symbol in symbol.c, (null)
        symbol_edit in symbolif.c, (null)
        symbol_move in symbolif.c, (null)
        symbol_delete in symbolif.c, (null)

FUNCTION: over_user_to_pixel(px, py, rx, ry)

    calledBy:

        mouse_to_controlpt in controlpt.c, (null)
        draw_circlept in controlptdrw.c, (null)
        draw_squarept in controlptdrw.c, (null)
        draw_solidpt in controlptdrw.c, (null)
        add_cross in controlptdrw.c, (null)
        add_dot in controlptdrw.c, (null)
        draw_overline in overdraw.c, IFDEF BUTCHER
        add_segment in overdraw.c, (null)
        erase_segment in overdraw.c, (null)
        add_size in overdraw.c, (null)
        add_name in overdraw.c, (null)
        add_time in overdraw.c, (null)
        add_free_text in overdraw.c, (null)
        add_endlabels in overdraw.c, (null)
        add_midlabel in overdraw.c, (null)
        find_offset in overdraw.c, (null)
        mouse_to_overline in overline.c, (null)
        overline_newshape in overlineif.c, (null)
        overline_pencil_on in overlineif.c, (null)
        draw_symbol in symbol.c, (null)
        mouse_to_symbol in symbol.c, (null)

FUNCTION: over_point_in_box(x, y, box)

    calledBy:

        mouse_to_controlpt in controlpt.c, (null)

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mouse_to_overline in overline.c, (null)
mouse_to_symbol in symbol.c, (null)
FILE: new_zoom.c
    FUNCTION: init_terrain_db(database_file, cached_patches, include_patch_guards)
      calledBy:
        reinit_db in new_zoom.c, (null)
        main in pvd.c, (null)
    FUNCTION: reinit_db(db_name, include_patch_guards)
      calledBy:
        menu_knox in menu_func.c, IFDEF OLD
        menu_graf in menu_func.c, IFDEF OLD
        menu_bergen in menu_func.c, IFDEF OLD
        menu_hunter in menu_func.c, IFDEF OLD
        switch_database in switch_db.c, (null)
    FUNCTION: init_paint_system(map_window, x0, y0, width, height, min_map_scale,
      pixels_per_inch, colors, finite_zoom_options, graphics_state)
      calledBy:
        init_graph in init_graph.c, (null)
    FUNCTION: read_map_width()
    FUNCTION: get_poly_fd()
    FUNCTION: get_index_fd()
    FUNCTION: poly_zoom(x0, y0, x1, y1)
      calledBy:
        display_top_map in display_top.c, (null)
        handle_quickzoom in handle_input.c, (null)
    FUNCTION: unified_paint_square_region(x0_m, y0_m, x1_m, y1_m)
      calledBy:
        poly_zoom in new_zoom.c, (null)
        zoom_to_scale in new_zoom.c, (null)
        pan in new_zoom.c, (null)
        zoom_out in new_zoom.c, (null)
        erase_overlay in overlayif.c, (null)
        reset_overlay in overlayif.c, (null)
        previous_view in prev_view.c, (null)
        next_view in prev_view.c, (null)
    FUNCTION: pnav_paint_region(x0_m, y0_m, x1_m, y1_m)
      calledBy:
        pnav_zoom_to_scale in new_zoom.c, (null)
    FUNCTION: pnav_zoom_to_scale(scale, x, y)
    FUNCTION: paint_square_region(x0_m, y0_m, x1_m, y1_m)
      calledBy:
        create_bitmap in finite_zoom.c, IFDEF MAKE_BMS_MAP
        create_bitmap in finite_zoom.c, IFNDEF MAKE_BMS_MAP
        unified_paint_square_region in new_zoom.c, (null)
        pnav_paint_region in new_zoom.c, (null)
    FUNCTION: draw_polygons(first_poly, end_of_polys, vertex_list)
      calledBy:
        draw_patch in new_zoom.c, IFDEF MADNESS
        draw_patch in new_zoom.c, IFDEF REASON
    FUNCTION: draw_non_ground_polygons(first_poly, end_of_polys, vertex_list)
      calledBy:
        draw_patch in new_zoom.c, IFDEF REASON
    FUNCTION: draw_patch(patch_offset)
      calledBy:

draw_stripe in new_zoom.c, (null)
FUNCTION: draw_stripe(p_left, p_right, row)
    calledBy:
        paint_square_region in new_zoom.c, (null)
FUNCTION: zoom_to_scale(scale, marked_x, marked_y)
    calledBy:
        discrete_zoom in finite_zoom.c, IFDEF OBSOLETE
        handle_zoom_to_scale in handle_input.c, (null)
        poly_zoom in new_zoom.c, (null)
FUNCTION: pan(marked_x, marked_y)
    calledBy:
        handle_pan in handle_input.c, (null)
        update_tracked_vehicle in track.c, IFDEF NEEDS_WORK
FUNCTION: zoom_out(linear_factor)
    calledBy:
        handle_repaint in handle_input.c, (null)
        handle_zoom_out in handle_input.c, (null)
FUNCTION: get_patch_guards()
    calledBy:
        init_intervisibility in intervis.c, (null)
FUNCTION: setup_back_fb(clear_contour_plane)
    calledBy:
        display_top_map in display_top.c, (null)
        Update_Graphics_Display in graph.c, (null)
        paint_square_region in new_zoom.c, (null)
        thats_all_folks in pvd.c, (null)
        recall_zoom in save_zoom.c, (null)
FUNCTION: backout_of_change()
    calledBy:
        recall_zoom in save_zoom.c, (null)
FUNCTION: display_back_fb()
    calledBy:
        display_top_map in display_top.c, (null)
        Update_Graphics_Display in graph.c, (null)
        paint_square_region in new_zoom.c, (null)
        thats_all_folks in pvd.c, (null)
        recall_zoom in save_zoom.c, (null)
FUNCTION: copy_map_back()
    calledBy:
        display_top_map in display_top.c, (null)
        paint_square_region in new_zoom.c, (null)
        backout_of_change in new_zoom.c, (null)
        recall_zoom in save_zoom.c, (null)
FUNCTION: copy_nonmap_back()
    calledBy:
        paint_square_region in new_zoom.c, (null)
FUNCTION: print_bb_desc(desc)
FUNCTION: init_pixel_map_descriptors()
    calledBy:
        init_graph in init_graph.c, (null)
FUNCTION: force_square(x0, y0, x1, y1)
    calledBy:
        poly_zoom in new_zoom.c, (null)
FUNCTION: init_canopy_pattern()

        calledBy:
            init_paint_system in new_zoom.c, (null)
    FUNCTION: set_no_map_on_paint()
        calledBy:
            create_file in finite_zoom.c, (null)
    FUNCTION: set_map_on_paint()
        calledBy:
            create_file in finite_zoom.c, (null)
    FUNCTION: draw_treeline(current_treeline)
        calledBy:
            draw_patch in new_zoom.c, (null)
    FUNCTION: highlight_altitude_hazard(relative_hazard_altitude)
        calledBy:
            menu_nlos_hazards in menu_func.c, (null)
    FUNCTION: draw_hazard_polygons(first_poly, end_of_polys, vertex_list,
            hazard_altitude)
    FUNCTION: draw_hazards_in_patch(patch_offset, hazard_altitude, patch)
    FUNCTION: pixel_patch_width
FILE: nlos.c
    FUNCTION: set_nlos_mode()
        calledBy:
            init_environment in init_env.c, (null)
    FUNCTION: get_nlos_mode()
FILE: objects.c
    FUNCTION: print_nearest_object(map_x, map_y)
        calledBy:
            handle_mouse in pvd_iface.c, (null)
    FUNCTION: print_object(object)
        calledBy:
            print_nearest_object in objects.c, IFDEF BAD_OLD_DAYS
    FUNCTION: print_tree(tree)
        calledBy:
            print_nearest_object in objects.c, IFDEF BAD_OLD_DAYS
    FUNCTION: print_treeline(treeline)
        calledBy:
            print_nearest_object in objects.c, IFDEF BAD_OLD_DAYS
    FUNCTION: get_tree_name(tree_type)
        calledBy:
            print_tree in objects.c, IFDEF BAD_OLD_DAYS
            print_treeline in objects.c, IFDEF BAD_OLD_DAYS
    FUNCTION: get_object_name(object_type)
        calledBy:
            objects in pv_checkvis.c, IF DEBUG_OBJECTS
            print_object in objects.c, IFDEF BAD_OLD_DAYS
FILE: option.c
FILE: over_files.c
    FUNCTION: init_over_files()
        calledBy:
            overlay_init in new_overlay.c, (null)
    FUNCTION: load_overlay(fp)
        calledBy:
            get_overlay in overlayif.c, (null)
    FUNCTION: save_overline(fp)
        calledBy:

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                    save_over in overlayif.c, (null)
        FUNCTION: save_controlpt(fp)
            calledBy:
                    save_over in overlayif.c, (null)
        FUNCTION: save_symbol(fp)
            calledBy:
                    save_over in overlayif.c, (null)
        FUNCTION: read_overlines(fp, num)
            calledBy:
                    load_overlay in over_files.c, (null)
        FUNCTION: read_controlpts(fp, num)
            calledBy:
                    load_overlay in over_files.c, (null)
        FUNCTION: read_symbols(fp, num)
            calledBy:
                    load_overlay in over_files.c, (null)
        FUNCTION: list_over_files()
            calledBy:
                    menu_over_list in menu_func.c, (null)
FILE: overdraw.c
        FUNCTION: draw_overline(Overline, Window, Planes, PencilHue, ClearHue, Mode)
            calledBy:
                    zoom_overline in overline.c, (null)
                    erase_overline in overline.c, (null)
                    overline_addtext in overlineif.c, (null)
                    overline_delete in overlineif.c, (null)
                    overline_newfeatures in overlineif.c, (null)
                    overline_newshape in overlineif.c, (null)
                    color_line in overlineif.c, (null)
                    uncolor_line in overlineif.c, (null)
        FUNCTION: add_segment(Overline, Offset)
            calledBy:
                    overline_pencil_on in overlineif.c, (null)
        FUNCTION: erase_segment(Overline, Offset)
            calledBy:
                    overline_erase in overlineif.c, (null)
        FUNCTION: add_size(Overline, OffsetNum, Planes, PencilHue, ClearHue)
            calledBy:
                    draw_overline in overdraw.c, (null)
                    size_loop in overlineif.c, (null)
        FUNCTION: overline_features(Overline, Planes, PencilHue)
            calledBy:
                    draw_overline in overdraw.c, (null)
                    overline_create in overlineif.c, (null)
                    overline_newshape in overlineif.c, (null)
                    overline_loop in overlineif.c, (null)
        FUNCTION: add_name(Overline)
            calledBy:
                    overline_features in overdraw.c, (null)
        FUNCTION: add_time(Overline)
            calledBy:
                    overline_features in overdraw.c, (null)
        FUNCTION: add_type(Overline)
            calledBy:
```

overline_features in overdraw.c, (null)
FUNCTION: add_free_text(Text, Window, Planes, Hue)
    calledBy:
        draw_pttext in controlptdrw.c, (null)
        move_controlpt in controlptif.c, (null)
        overline_features in overdraw.c, (null)
        gen_add_text in overlayif.c, (null)
        symbol_move in symbolif.c, (null)
        draw_symtext in symdraw.c, (null)
FUNCTION: add_endlabels(Overline, Type)
    calledBy:
        add_type in overdraw.c, (null)
FUNCTION: add_midlabel(Overline, String, Side)
    calledBy:
        add_type in overdraw.c, (null)
FUNCTION: size_on_line(Overline, Angle, NumIcons, LineWidth, StartX, StartY,
        PencilHue, ClearHue)
    calledBy:
        add_size in overdraw.c, (null)
FUNCTION: find_offset(Overline, ChosenX, ChosenY)
    calledBy:
        size_loop in overlineif.c, (null)
FUNCTION: get_need(Overline)
    calledBy:
        add_size in overdraw.c, (null)
FUNCTION: get_angle(OffsetX, OffsetY)
    calledBy:
        add_size in overdraw.c, (null)
        overline_features in overdraw.c, (null)
        add_midlabel in overdraw.c, (null)
        overline_pencil_on in overlineif.c, (null)
FILE: overlayif.c
    FUNCTION: overlay_mouse()
        calledBy:
            draw_overlay_menu in menu.c, (null)
    FUNCTION: zoom_overlay()
        calledBy:
            controlpt_delete in controlptif.c, (null)
            controlpt_reduce in controlptif.c, (null)
            controlpt_addtext in controlptif.c, (null)
            display_top_map in display_top.c, (null)
            menu_redrawov in menu_func.c, (null)
            paint_square_region in new_zoom.c, (null)
            get_overlay in overlayif.c, (null)
            overline_addtext in overlineif.c, (null)
            overline_delete in overlineif.c, (null)
            overline_newfeatures in overlineif.c, (null)
            overline_newshape in overlineif.c, (null)
            overline_erase in overlineif.c, (null)
            symbol_move in symbolif.c, (null)
            symbol_delete in symbolif.c, (null)
            symbol_addtext in symbolif.c, (null)
            symbol_reduce in symbolif.c, (null)
    FUNCTION: erase_overlay()

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        calledBy:
            menu_eraseov in menu_func.c, (null)
FUNCTION: read_over()
        calledBy:
            menu_over_read in menu_func.c, (null)
FUNCTION: get_overlay()
        calledBy:
            read_over in overlayif.c, (null)
            edit_over in overlayif.c, (null)
FUNCTION: save_over()
        calledBy:
            menu_over_save in menu_func.c, (null)
FUNCTION: delete_over_file()
        calledBy:
            menu_over_delete in menu_func.c, (null)
FUNCTION: transfer_over_file()
        calledBy:
            menu_over_transfer in menu_func.c, (null)
FUNCTION: edit_over()
        calledBy:
            menu_over_edit in menu_func.c, (null)
FUNCTION: reset_overlay()
        calledBy:
            menu_resetov in menu_func.c, (null)
            read_over in overlayif.c, (null)
            edit_over in overlayif.c, (null)
FUNCTION: select_overobj()
        calledBy:
            overlay_mouse in overlayif.c, (null)
FUNCTION: delete_overobj()
        calledBy:
            menu_deleteov in menu_func.c, (null)
FUNCTION: reduce_overobj()
        calledBy:
            menu_reduceov in menu_func.c, (null)
FUNCTION: move_overobj()
        calledBy:
            menu_moveov in menu_func.c, (null)
FUNCTION: addtext_overobj()
        calledBy:
            menu_addtextov in menu_func.c, (null)
FUNCTION: init_erasing_cursor()
        calledBy:
            overline_loop in overlineif.c, (null)
FUNCTION: init_drawing_cursor()
        calledBy:
            overline_create in overlineif.c, (null)
            overline_loop in overlineif.c, (null)
FUNCTION: init_size_cursor()
        calledBy:
            size_loop in overlineif.c, (null)
FUNCTION: gen_add_text(Text, Window, Planes, Hue)
        calledBy:
            controlpt_addtext in controlptif.c, (null)
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overline_addtext in overlineif.c, (null)
symbol_addtext in symbolif.c, (null)
FUNCTION: get_string(StrInput)
calledBy:
gen_add_text in overlayif.c, (null)
name_action in ovline_func.c, (null)
time_action in ovline_func.c, (null)
unit1_action in ovline_func.c, (null)
unit2_action in ovline_func.c, (null)
desig_action in symbol_func.c, (null)
hi_eche_action in symbol_func.c, (null)
proposed_action in symbol_func.c, (null)
FILE: overline.c
FUNCTION: overline_init()
calledBy:
overlay_init in new_overlay.c, (null)
FUNCTION: overline_reset()
calledBy:
clear_overlays in new_overlay.c, (null)
FUNCTION: get_free_overline()
calledBy:
read_overlines in over_files.c, (null)
overline_newfeatures in overlineif.c, (null)
overline_newshape in overlineif.c, (null)
FUNCTION: copy_overline(From, To)
calledBy:
overline_newfeatures in overlineif.c, (null)
overline_newshape in overlineif.c, (null)
FUNCTION: zoom_overline(Planes, PencilHue, ClearHue)
calledBy:
display_overlays in new_overlay.c, (null)
zoom_overlay in overlayif.c, (null)
FUNCTION: erase_overline(Planes, ClearHue)
calledBy:
erase_overlay in overlayif.c, (null)
reset_overlay in overlayif.c, (null)
FUNCTION: insert_overline(NewLine)
calledBy:
read_overlines in over_files.c, (null)
overline_create in overlineif.c, (null)
FUNCTION: mouse_to_overline(MouseX, MouseY)
calledBy:
select_overline in overlineif.c, (null)
FILE: overlineif.c
FUNCTION: overline_create()
calledBy:
menu_overline_create in menu_func.c, (null)
FUNCTION: overline_addtext()
calledBy:
addtext_overobj in overlayif.c, (null)
FUNCTION: size_loop(Overline)
calledBy:
overline_create in overlineif.c, (null)
overline_newfeatures in overlineif.c, (null)

FUNCTION: overline_delete()
    calledBy:
        delete_overobj in overlayif.c, (null)
FUNCTION: overline_newfeatures()
    calledBy:
        menu_overline_newfeatures in menu_func.c, (null)
FUNCTION: show_overline(Overline)
    calledBy:
        overline_newfeatures in overlineif.c, (null)
FUNCTION: overline_newshape()
    calledBy:
        menu_overline_newshape in menu_func.c, (null)
FUNCTION: select_overline()
    calledBy:
        select_overobj in overlayif.c, (null)
FUNCTION: overline_loop(Overline)
    calledBy:
        overline_create in overlineif.c, (null)
        overline_newshape in overlineif.c, (null)
FUNCTION: overline_pencil_on(Overline)
    calledBy:
        overline_loop in overlineif.c, (null)
FUNCTION: overline_erase(Overline)
    calledBy:
        overline_loop in overlineif.c, (null)
FUNCTION: draw_line_window()
    calledBy:
        overline_create in overlineif.c, (null)
        overline_newfeatures in overlineif.c, (null)
FUNCTION: del_line_window()
FUNCTION: line_reg_def(PopWindow)
    calledBy:
        draw_line_window in overlineif.c, (null)
FUNCTION: color_line(Overline)
    calledBy:
        select_overline in overlineif.c, (null)
FUNCTION: uncolor_line(Overline)
    calledBy:
        select_overobj in overlayif.c, (null)
        overline_addtext in overlineif.c, (null)
        overline_delete in overlineif.c, (null)
        overline_newfeatures in overlineif.c, (null)
        overline_newshape in overlineif.c, (null)
        select_overline in overlineif.c, (null)
FUNCTION: draw_name(Overline)
    calledBy:
        show_overline in overlineif.c, (null)
        name_action in ovline_func.c, (null)
        thin_action in ovline_func.c, (null)
        thick_action in ovline_func.c, (null)
FUNCTION: draw_time(Overline)
    calledBy:
        show_overline in overlineif.c, (null)
        time_action in ovline_func.c, (null)

                    thin_action in ovline_func.c, (null)
                    thick_action in ovline_func.c, (null)
        FUNCTION: draw_line(Overline)
            calledBy:
                    solid_action in ovline_func.c, (null)
                    dashed_action in ovline_func.c, (null)
                    thin_action in ovline_func.c, (null)
                    thick_action in ovline_func.c, (null)
        FUNCTION: draw_lsize(Overline)
            calledBy:
                    solid_action in ovline_func.c, (null)
                    dashed_action in ovline_func.c, (null)
                    thin_action in ovline_func.c, (null)
                    thick_action in ovline_func.c, (null)
                    lgeneric_size in ovline_func.c, (null)
                    lplatoon_action in ovline_func.c, (null)
                    lgeneric_type in ovline_func.c, (null)
                    boundary_action in ovline_func.c, (null)
        FUNCTION: room_for_lsize(Overline, ReDraw)
            calledBy:
                    draw_lsize in overlineif.c, (null)
                    lgeneric_type in ovline_func.c, (null)
                    boundary_action in ovline_func.c, (null)
        FUNCTION: draw_ltype(Overline)
            calledBy:
                    lgeneric_type in ovline_func.c, (null)
                    phase_action in ovline_func.c, (null)
        FUNCTION: draw_blabel2(Overline)
            calledBy:
                    show_overline in overlineif.c, (null)
                    draw_ltype in overlineif.c, (null)
                    unit2_action in ovline_func.c, (null)
        FUNCTION: draw_blabel1(Overline)
            calledBy:
                    show_overline in overlineif.c, (null)
                    draw_ltype in overlineif.c, (null)
                    unit1_action in ovline_func.c, (null)
        FUNCTION: draw_endlabels(Overline, String)
            calledBy:
                    draw_ltype in overlineif.c, (null)
        FUNCTION: draw_midlabel(Overline, String)
            calledBy:
                    draw_ltype in overlineif.c, (null)
FILE: ovline_func.c
    FUNCTION: name_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: name_action(Region, Overline)
    FUNCTION: time_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: time_action(Region, Overline)
    FUNCTION: unit1_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: unit1_action(Region, Overline)
        calledBy:
                boundary_action in ovline_func.c, (null)
    FUNCTION: unit2_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: unit2_action(Region, Overline)

calledBy:
  boundary_action in ovline_func.c, (null)
FUNCTION: solid_label(LimitX, StartY, StartX, Tallest)
FUNCTION: solid_action(Region, Overline)
 calledBy:
  overline_create in overlineif.c, (null)
  show_overline in overlineif.c, (null)
  dashed_action in ovline_func.c, (null)
FUNCTION: dashed_label(LimitX, StartY, StartX, Tallest)
FUNCTION: dashed_action(Region, Overline)
 calledBy:
  show_overline in overlineif.c, (null)
  solid_action in ovline_func.c, (null)
FUNCTION: thin_label(LimitX, StartY, StartX, Tallest)
FUNCTION: thin_action(Region, Overline)
 calledBy:
  thick_action in ovline_func.c, (null)
FUNCTION: thick_label(LimitX, StartY, StartX, Tallest)
FUNCTION: thick_action(Region, Overline)
 calledBy:
  thin_action in ovline_func.c, (null)
FUNCTION: lgeneric_size(Size, Overline)
 calledBy:
  show_overline in overlineif.c, (null)
  lsquad_action in ovline_func.c, (null)
  lsection_action in ovline_func.c, (null)
  lplatoon_action in ovline_func.c, (null)
  ltroop_action in ovline_func.c, (null)
  lbattalion_action in ovline_func.c, (null)
  lgroup_action in ovline_func.c, (null)
  lgeneric_type in ovline_func.c, (null)
  boundary_action in ovline_func.c, (null)
FUNCTION: lsquad_action(Region, Overline)
FUNCTION: lsection_action(Region, Overline)
FUNCTION: lplatoon_action(Region, Overline)
FUNCTION: ltroop_action(Region, Overline)
FUNCTION: lbattalion_action(Region, Overline)
FUNCTION: lgroup_action(Region, Overline)
FUNCTION: lgeneric_type(Type, Overline)
 calledBy:
  show_overline in overlineif.c, (null)
  boundary_action in ovline_func.c, (null)
  ldeparture_action in ovline_func.c, (null)
  phase_action in ovline_func.c, (null)
  pdeployment_action in ovline_func.c, (null)
  nofire_action in ovline_func.c, (null)
  delay_action in ovline_func.c, (null)
  free_action in ovline_func.c, (null)
FUNCTION: boundary_label(LimitX, StartY, StartX, Tallest)
FUNCTION: boundary_action(Region, Overline)
FUNCTION: ldeparture_label(LimitX, StartY, StartX, Tallest)
FUNCTION: ldeparture_action(Region, Overline)
FUNCTION: phase_label(LimitX, StartY, StartX, Tallest)
FUNCTION: phase_action(Region, Overline)

        calledBy:
           overline_create in overlineif.c, (null)
     FUNCTION: pdeployment_label(LimitX, StartY, StartX, Tallest)
     FUNCTION: pdeployment_action(Region, Overline)
     FUNCTION: nofire_label(LimitX, StartY, StartX, Tallest)
     FUNCTION: nofire_action(Region, Overline)
     FUNCTION: delay_label(LimitX, StartY, StartX, Tallest)
     FUNCTION: delay_action(Region, Overline)
     FUNCTION: free_label(LimitX, StartY, StartX, Tallest)
     FUNCTION: free_action(Region, Overline)
     FUNCTION: ldone_create_action(Region, Overline)
FILE: place.c
     FUNCTION: teleport_vehicle(index, new_x, new_y)
        calledBy:
           menu_teleport in menu_func.c, IFDEF NEEDS_WORK
     FUNCTION: send_event_flag(vehicle_id, code, flag_string)
        calledBy:
           menu_test_flag in menu_func.c, (null)
           do_menu_event in menu_func.c, (null)
           menu_event1 in menu_func.c, IFDEF OBSOLETE
           menu_event2 in menu_func.c, IFDEF OBSOLETE
           menu_event3 in menu_func.c, IFDEF OBSOLETE
           menu_event4 in menu_func.c, IFDEF OBSOLETE
           menu_event5 in menu_func.c, IFDEF OBSOLETE
           menu_event6 in menu_func.c, IFDEF OBSOLETE
           menu_event7 in menu_func.c, IFDEF OBSOLETE
           menu_event8 in menu_func.c, IFDEF OBSOLETE
     FUNCTION: teleport_stealth(new_x, new_y, new_z, azimuth)
        calledBy:
           menu_stealth_teleport in menu_func.c, (null)
           menu_stealth_teleport_and_azimuth in menu_func.c, IFDEF NEEDS_WORK
           menu_stealth_attach in menu_func.c, (null)
           menu_stealth_mimic in menu_func.c, IFDEF NEEDS_WORK
     FUNCTION: attach_stealth(vehicle_id)
        calledBy:
           menu_stealth_attach in menu_func.c, (null)
     FUNCTION: mimic_vehicle(vehicle_id, channel)
        calledBy:
           menu_stealth_mimic in menu_func.c, IFDEF NEEDS_WORK
     FUNCTION: set_stealth_exercise(exercise_id)
        calledBy:
           set_exercise in pvd_misc.c, (null)
     FUNCTION: handle_stealth_error(error_packet)
        calledBy:
           Collect_World_State in pvd_misc.c, (null)
     FUNCTION: handle_attached_packet(attached_packet)
        calledBy:
           Collect_World_State in pvd_misc.c, (null)
     FUNCTION: get_location(vehicle_id, x, y, z)
        calledBy:
           menu_stealth_mimic in menu_func.c, IFDEF NEEDS_WORK
     FUNCTION: construct_sim_from_stealth(stealth_pdu)
        calledBy:
           Collect_World_State in pvd_misc.c, (null)

FILE: plot_box.c
    FUNCTION: plot_box(window, back_color, pen_color, place, margins, axises,
        homogeneous, x_tic, y_tic, x_label, y_label)
FILE: pop_windows.c
    FUNCTION: pop_windows_present()
        calledBy:
            Update_Graphics_Display in graph.c, IFDEF BGP
    FUNCTION: init_popup()
        calledBy:
            init_graph in init_graph.c, (null)
    FUNCTION: window_ptr
FILE: prev_view.c
    FUNCTION: previous_view()
        calledBy:
            handle_previous_view in handle_input.c, (null)
    FUNCTION: test_front()
    FUNCTION: next_view()
        calledBy:
            handle_next_view in handle_input.c, (null)
    FUNCTION: add_view()
        calledBy:
            handle_quickzoom in handle_input.c, (null)
            handle_repaint in handle_input.c, (null)
            handle_zoom_out in handle_input.c, (null)
            handle_zoom_to_scale in handle_input.c, (null)
            handle_pan in handle_input.c, (null)
            handle_update_display in handle_input.c, (null)
            handle_display_zoom in handle_input.c, (null)
            init_graph in init_graph.c, (null)
    FUNCTION: delete_view()
        calledBy:
            handle_quickzoom in handle_input.c, (null)
            handle_repaint in handle_input.c, (null)
            handle_zoom_out in handle_input.c, (null)
            handle_zoom_to_scale in handle_input.c, (null)
            handle_pan in handle_input.c, (null)
    FUNCTION: ring_dec(ring_var, ring_size)
        calledBy:
            previous_view in prev_view.c, (null)
            test_front in prev_view.c, (null)
            delete_view in prev_view.c, IFDEF OLDWAY
    FUNCTION: ring_inc(ring_var, ring_size)
        calledBy:
            previous_view in prev_view.c, (null)
            next_view in prev_view.c, (null)
            add_view in prev_view.c, (null)
            display_views in prev_view.c, (null)
    FUNCTION: get_cached_bitmap(xl, yb, xr, yt)
    FUNCTION: create_cached_bitmap(xl, yb, xr, yt)
    FUNCTION: print_buffer_status()
    FUNCTION: reset_views()
        calledBy:
            reinit_db in new_zoom.c, (null)
    FUNCTION: display_views()

    calledBy:
        previous_view in prev_view.c, (null)
        next_view in prev_view.c, (null)
        add_view in prev_view.c, (null)
        reset_views in prev_view.c, (null)
FILE: ps_globals.c
FILE: purge.c
    FUNCTION: purge_expired_tanks(time, world_state)
    FUNCTION: remap_selected_tanks(dead_id)
        calledBy:
            purge_expired_tanks in purge.c, IFDEF OBSOLETE
            purge_vehicle in purge.c, (null)
            purge_vehicle in table.c, IFDEF OBSOLETE
    FUNCTION: remap_tagged_tanks(dead_id)
        calledBy:
            purge_expired_tanks in purge.c, IFDEF OBSOLETE
            purge_vehicle in purge.c, (null)
            purge_vehicle in table.c, IFDEF OBSOLETE
    FUNCTION: purge_expired_vehicles(time)
        calledBy:
            main in pvd.c, (null)
    FUNCTION: set_time_out_msec(milli_sec)
        calledBy:
            init_environment in init_env.c, (null)
    FUNCTION: purge_vehicle(vehicle_index)
        calledBy:
            purge_expired_vehicles in purge.c, (null)
            Collect_World_State in pvd_misc.c, (null)
            Process_Table in table.c, IFDEF OBSOLETE
FILE: pvd.c
    FUNCTION: (*pvd_catc_init)()
    FUNCTION: (*pvd_catc_exit)()
    FUNCTION: (*pvd_catc_process_packet)()
    FUNCTION: (*pvd_catc_process_appearance)()
    FUNCTION: main(argc, argv)
    FUNCTION: exit_gracefully()
        calledBy:
            main in pvd.c, (null)
    FUNCTION: exit_disgracefully()
    FUNCTION: thats_all_folks()
        calledBy:
            purge_vehicle in purge.c, IFDEF OLD
            exit_gracefully in pvd.c, (null)
            exit_disgracefully in pvd.c, IFDEF CATC
    FUNCTION: handle_alarm(parameter, multi_alarm),
FILE: pvd_iface.c
    FUNCTION: init_user_interface()
        calledBy:
            init_graph in init_graph.c, (null)
    FUNCTION: init_fonts()
        calledBy:
            init_user_interface in pvd_iface.c, (null)
    FUNCTION: close_user_interface()
        calledBy:

thats_all_folks in pvd.c, (null)
FUNCTION: init_cursor()
    calledBy:
        handle quickzoom in handle_input.c, (null)
        handle_previous_view in handle_input.c, (null)
        handle_next_view in handle_input.c, (null)
        handle_repaint in handle_input.c, (null)
        handle_zoom_out in handle_input.c, (null)
        handle_zoom_to_scale in handle_input.c, (null)
        handle_pan in handle_input.c, (null)
        handle_contour in handle_input.c, (null)
        handle_update_display in handle_input.c, (null)
        change_grid_interval in handle_input.c, (null)
        change_contour_interval in handle_input.c, (null)
        handle_display_zoom in handle_input.c, (null)
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
        init_graph in init_graph.c, (null)
        find_loggers in logger_comm.c, (null)
        connect_to_logger in logger_comm.c, (null)
        menu_save_zoom in menu_func.c, (null)
        menu_cross_section in menu_func.c, (null)
        menu_colin in menu_func.c, (null)
        menu_area in menu_func.c, (null)
        menu_nlos_hazards in menu_func.c, (null)
        erase_overlay in overlayif.c, (null)
        reset_overlay in overlayif.c, (null)
        overline_create in overlineif.c, (null)
        overline_newfeatures in overlineif.c, (null)
        overline_newshape in overlineif.c, (null)
        update_tracked_vehicle in track.c, IFDEF NEEDS_WORK
FUNCTION: init_working_cursor()
    calledBy:
        handle_quickzoom in handle_input.c, (null)
        handle_previous_view in handle_input.c, (null)
        handle_next_view in handle_input.c, (null)
        handle_repaint in handle_input.c, (null)
        handle_zoom_out in handle_input.c, (null)
        handle_zoom_to_scale in handle_input.c, (null)
        handle_pan in handle_input.c, (null)
        handle_contour in handle_input.c, (null)
        handle_update_display in handle_input.c, (null)
        change_grid_interval in handle_input.c, (null)
        change_contour_interval in handle_input.c, (null)
        handle_display_zoom in handle_input.c, (null)
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
        init_graph in init_graph.c, (null)
        find_loggers in logger_comm.c, (null)
        connect_to_logger in logger_comm.c, (null)
        menu_save_zoom in menu_func.c, (null)
        menu_cross_section in menu_func.c, (null)
        menu_colin in menu_func.c, (null)
        menu_area in menu_func.c, (null)

         menu_nlos_hazards in menu_func.c, (null)
         erase_overlay in overlayif.c, (null)
         reset_overlay in overlayif.c, (null)
         init_user_interface in pvd_iface.c, (null)
         update_tracked_vehicle in track.c, IFDEF NEEDS_WORK

FUNCTION: init_cross_cursor()

FUNCTION: button(x, y, s)

FUNCTION: handle_mouse(mouse)
    calledBy:
         Handle_Input in handle_input.c, (null)

FUNCTION: set_mark(x, y)
    calledBy:
         select_region in move.c, (null)

FUNCTION: uninitialize_mark()
    calledBy:
         handle_quickzoom in handle_input.c, (null)
         handle_previous_view in handle_input.c, (null)
         handle_next_view in handle_input.c, (null)
         handle_repaint in handle_input.c, (null)
         handle_zoom_out in handle_input.c, (null)
         handle_zoom_to_scale in handle_input.c, (null)
         handle_pan in handle_input.c, (null)
         handle_update_display in handle_input.c, (null)
         handle_display_zoom in handle_input.c, (null)
         draw_catc_menu in menu.c, (null)
         draw_feature_menu in menu.c, (null)
         draw_nlos_courses_menu in menu.c, (null)
         menu_intervis_clear in menu_func.c, (null)
         menu_show_tgt_list in menu_func.c, (null)

FUNCTION: set_first_point(x, y)
    calledBy:
         select_region in move.c, (null)

FUNCTION: set_point(x, y)
    calledBy:
         select_region in move.c, (null)

FUNCTION: toggle_selected(hue)
    calledBy:
         set_mark in pvd_iface.c, (null)
         set_first_point in pvd_iface.c, (null)
         set_point in pvd_iface.c, (null)

FUNCTION: get_coord(x, y)

FUNCTION: xy_get_coord(x, y)

FUNCTION: user_to_pixel(px, py, rx, ry)

FUNCTION: pixel_to_user(px, py, rx, ry)
    calledBy:
         place_controlpt in controlptif.c, (null)
         gen_add_text in overlayif.c, (null)
         overline_create in overlineif.c, (null)
         overline_pencil_on in overlineif.c, (null)
         get_coord in pvd_iface.c, (null)
         xy_get_coord in pvd_iface.c, (null)
         symbol_create in symbolif.c, (null)
         symbol_move in symbolif.c, (null)

FUNCTION: add_selected_point(x, y)

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            calledBy:
                handle_mouse in pvd_iface.c, (null)
        FUNCTION: clear_selected_points()
            calledBy:
                menu_cross_section in menu_func.c, (null)
        FUNCTION: current_loc(x, y)
        FUNCTION: xy_current_loc(x, y)
        FUNCTION: display_xy()
            calledBy:
                menu_change_format in menu_func.c, (null)
        FUNCTION: display_utm()
            calledBy:
                menu_change_format in menu_func.c, (null)
FILE: pvd_misc.c
        FUNCTION: Collect_World_State(buf, length, group, protocol, originator,
                world_state)
            calledBy:
                process_internal_ring_buffer in intern_send.c, IFDEF SAVE_FOR_CATC_91
                main in pvd.c, (null)
                handle_alarm in pvd.c, IFDEF NOT_CALLED
                handle_alarm in pvd.c, (null)
        FUNCTION: Update_Text_Display(world_state)
            calledBy:
                main in pvd.c, (null)
        FUNCTION: out_of_range(index, bound)
            calledBy:
                Text_Display in text.c, (null)
        FUNCTION: init_ascii()
            calledBy:
                main in pvd.c, (null)
        FUNCTION: make_new_vehicle_index()
        FUNCTION: refresh_timestamps()
            calledBy:
                menu_dl_go in menu_func.c, (null)
                menu_dl_go in menu_func.c, IFDEF PRE_FIO
                menu_quit in menu_func.c, IFDEF PRE_FIO
        FUNCTION: clear_net_input()
            calledBy:
                menu_forward_abs in menu_func.c, IFDEF PRE_FIO
                menu_forward_abs in menu_func.c, (null)
                menu_rewind in menu_func.c, (null)
                menu_rewind in menu_func.c, IFDEF PRE_FIO
                menu_forward_rel in menu_func.c, (null)
                menu_forward_rel in menu_func.c, IFDEF PRE_FIO
                menu_backward_rel in menu_func.c, (null)
                menu_backward_rel in menu_func.c, IFDEF PRE_FIO
                set_exercise in pvd_misc.c, (null)
        FUNCTION: spin()
            calledBy:
                draw_static_info in dyn_detail.c, IFDEF NEEDS_WORK
                find_closest in measures.c, IFDEF OBSOLETE_MAYBE
                relative_bearing in measures.c, IFDEF OBSOLETE_MAYBE
                teleport_vehicle in place.c, IFDEF NEEDS_WORK
                purge_vehicle in purge.c, (null)
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Collect_World_State in pvd_misc.c, (null)
update_tracked_vehicle in track.c, IFDEF NEEDS_WORK
FUNCTION: get_spin_count()
    calledBy:
        thats_all_folks in pvd.c, (null)
FUNCTION: init_text_exercises()
FUNCTION: set_exercise(exercise_id)
    calledBy:
        init_environment in init_env.c, (null)
        menu_set_exercise in menu_func.c, (null)
        set_nlos_mode in nlos.c, (null)
        main in pvd.c, (null)
FUNCTION: current_exercise(exercise_id)
    calledBy:
        Collect_World_State in pvd_misc.c, (null)
FUNCTION: get_exercise()
    calledBy:
        fill_in_pdu_static_info in features.c, (null)
        record_logger in logger_comm.c, IFDEF NEEDS_WORK
        construct_sim_from_stealth in place.c, (null)
        change_exercise in pvd_windows.c, (null)
FUNCTION: get_vehicle_exercise(vehicle_id)
    calledBy:
        send_event_flag in place.c, (null)
FUNCTION: get_dynamic_appearance_data(vehicle_index, guises, appearance,
        location, velocity)
    calledBy:
        update_detail_window in dyn_detail.c, IFDEF NEEDS_WORK
FUNCTION: print_vehicle_id(vehicle_id)
    calledBy:
        do_collision in collision.c, (null)
        detail_display in detail.c, (null)
        do_impact in dir_fire.c, (null)
        show_feature_info in features.c, (null)
        Update_Graphics_Display in graph.c, (null)
        Update_Graphics_Display in graph.c, IFDEF MAP_CHECK
        report_ifire_to_screen in indir_fire.c, (null)
        pr_ifire_map_coords in indir_fire.c, (null)
        draw_bursts in indir_fire.c, (null)
        display_lase in lase.c, (null)
        send_event_flag in place.c, (null)
        attach_stealth in place.c, (null)
        handle_attached_packet in place.c, (null)
        purge_vehicle in purge.c, (null)
        purge_vehicle in purge.c, IFDEF OLD
        Collect_World_State in pvd_misc.c, (null)
        display_event_flag in pvd_misc.c, (null)
        display_status_change in stat_change.c, (null)
        handle_elevation_request in terrain_pro.c, (null)
        Text_Display in text.c, (null)
        get_velocity in text.c, (null)
        get_turret_degrees in text.c, (null)
FUNCTION: fprint_vehicle_id(fd, vehicle_id)
    calledBy:

                     print_table_entry in debug.c, (null)
                     dump_stamps in debug.c, (null)
                     print_vehicle_id in pvd_misc.c, (null)
          FUNCTION: print_simulation_address(simulation_address)
             calledBy:
                     get_loggerAvailReplys in logger_comm.c, (null)
                     Collect_World_State in pvd_misc.c, (null)
                     connect_ack_nak_handler in pvdrtc.c, (null)
          FUNCTION: fprint_simulation_address(fd, simulation_address)
             calledBy:
                     Collect_World_State in pvd_misc.c, (null)
                     print_simulation_address in pvd_misc.c, (null)
          FUNCTION: display_event_flag(e_variant)
             calledBy:
                     Collect_World_State in pvd_misc.c, (null)
          FUNCTION: modify_last_status_packet(status_change)
             calledBy:
                     Collect_World_State in pvd_misc.c, (null)
          FUNCTION: turn_on_catc()
             calledBy:
                     main in pvd.c, IFDEF CATC
          FUNCTION: catc_on()
             calledBy:
                     exit_disgracefully in pvd.c, IFDEF CATC
          FUNCTION: null_catc_init(argc, argv)
          FUNCTION: null_catc_exit()
          FUNCTION: null_catc_process_packet(buf)
          FUNCTION: null_catc_process_appearance(pkt)
FILE: pvd_util.c
          FUNCTION: force_to_range(i, lower, upper)
             calledBy:
                     general_contour in gen_contour.c, IFDEF OBSOLETE
FILE: pvd_windows.c
          FUNCTION: set_menu_window_top(y)
             calledBy:
                     init_menus in menu.c, (null)
          FUNCTION: get_menu_window_top()
          FUNCTION: init_windows()
             calledBy:
                     init_user_interface in pvd_iface.c, (null)
          FUNCTION: init_info_window()
             calledBy:
                     init_windows in pvd_windows.c, (null)
          FUNCTION: init_info_text_window()
             calledBy:
                     init_info_window in pvd_windows.c, (null)
          FUNCTION: init_event_window()
             calledBy:
                     init_windows in pvd_windows.c, (null)
          FUNCTION: init_event_text_window()
             calledBy:
                     init_event_window in pvd_windows.c, (null)
          FUNCTION: reinit_event_text_window()
          FUNCTION: erase_event_window_border()

FUNCTION: restore_text_window()
    calledBy:
        close_user_interface in pvd_iface.c, (null)
        main in reset.c, (null)
FUNCTION: init_logo_window()
FUNCTION: display_logo()
    calledBy:
        init_logo_window in pvd_windows.c, IFDEF LOGO
FUNCTION: init_time_window()
FUNCTION: init_legend_window()
    calledBy:
        init_windows in pvd_windows.c, (null)
FUNCTION: display_map_key()
    calledBy:
        menu_terrain in menu_func.c, (null)
        display_key_text in pvd_windows.c, (null)
FUNCTION: display_map_key_text()
    calledBy:
        display_map_key in pvd_windows.c, (null)
FUNCTION: default_mouse_help()
    calledBy:
        place_controlpt in controlptif.c, (null)
        controlpt_reduce in controlptif.c, (null)
        controlpt_addtext in controlptif.c, (null)
        gen_add_text in overlayif.c, (null)
        overline_addtext in overlineif.c, (null)
        size_loop in overlineif.c, (null)
        overline_newshape in overlineif.c, (null)
        overline_loop in overlineif.c, (null)
        symbol_create in symbolif.c, (null)
        symbol_move in symbolif.c, (null)
        symbol_addtext in symbolif.c, (null)
        symbol_reduce in symbolif.c, (null)
FUNCTION: freedraw_mouse_help()
    calledBy:
        overline_create in overlineif.c, (null)
        overline_newshape in overlineif.c, (null)
FUNCTION: resize_mouse_help()
    calledBy:
        controlpt_reduce in controlptif.c, (null)
        symbol_reduce in symbolif.c, (null)
FUNCTION: move_mouse_help()
    calledBy:
        place_controlpt in controlptif.c, (null)
        gen_add_text in overlayif.c, (null)
        size_loop in overlineif.c, (null)
        symbol_create in symbolif.c, (null)
        symbol_move in symbolif.c, (null)
FUNCTION: abort_mouse_help()
FUNCTION: catc_place_tgt_mvr_mouse_help()
FUNCTION: catc_place_tgt_mouse_help()
FUNCTION: catc_move_tgt_pickup_mouse_help()
FUNCTION: catc_move_tgt_place_mouse_help()
FUNCTION: catc_remove_tgt_mouse_help()

FUNCTION: display_mouse_key()
    calledBy:
        menu_mouse_help in menu_func.c, (null)
        set_mouse_text in pvd_windows.c, (null)
        display_key_text in pvd_windows.c, (null)
FUNCTION: set_mouse_text(func)
    calledBy:
        mouse_middle_fsm in catc.c, (null)
        set_target_type in catc.c, (null)
        rubber_band_endpt in catc.c, (null)
        rubber_band_pt in catc.c, (null)
        remove_targets in catc.c, (null)
        place_targets in catc.c, (null)
        move_tgt_or_pt in catc.c, (null)
        track_target in catc.c, (null)
        find_nearest_point_for_move in catc.c, (null)
        draw_catc_menu in menu.c, (null)
        draw_feature_menu in menu.c, (null)
        draw_nlos_courses_menu in menu.c, (null)
FUNCTION: display_intervis_key()
    calledBy:
        menu_intervis in menu_func.c, (null)
        display_key_text in pvd_windows.c, (null)
        change_intervis_key_text in pvd_windows.c, (null)
FUNCTION: display_intervis_key_text()
    calledBy:
        display_intervis_key in pvd_windows.c, (null)
FUNCTION: display_icon_key()
    calledBy:
        menu_icon in menu_func.c, (null)
        display_key_text in pvd_windows.c, (null)
FUNCTION: display_icon_key_text()
    calledBy:
        display_icon_key in pvd_windows.c, (null)
FUNCTION: draw_fixed_faad(hull_hue, turret_hue)
    calledBy:
        display_icon_key in pvd_windows.c, (null)
FUNCTION: draw_fixed_fwa(hull_hue)
    calledBy:
        display_icon_key in pvd_windows.c, (null)
FUNCTION: draw_fixed_rwa(hull_hue)
    calledBy:
        display_icon_key in pvd_windows.c, (null)
FUNCTION: draw_fixed_m2(hull_hue, turret_hue)
    calledBy:
        display_icon_key in pvd_windows.c, (null)
FUNCTION: draw_fixed_tank(hull_hue, turret_hue)
    calledBy:
        display_icon_key in pvd_windows.c, (null)
FUNCTION: draw_fixed_static(hull_hue, turret_hue)
    calledBy:
        display_icon_key in pvd_windows.c, (null)
FUNCTION: draw_fixed_burst(hue)
    calledBy:

display_icon_key in pvd_windows.c, (null)
FUNCTION: display_key_text()
    calledBy:
        init_legend_window in pvd_windows.c, (null)
FUNCTION: init_utm_window()
    calledBy:
        init_windows in pvd_windows.c, (null)
FUNCTION: init_detail_window()
FUNCTION: get_exercise_time(num_packets)
FUNCTION: display_time(start_time)
FUNCTION: init_zone_window()
FUNCTION: draw_window_border(top, bottom, left, right)
    calledBy:
        init_info_text_window in pvd_windows.c, (null)
        init_event_text_window in pvd_windows.c, (null)
        reinit_event_text_window in pvd_windows.c, (null)
        init_legend_window in pvd_windows.c, (null)
        init_utm_window in pvd_windows.c, (null)
        init_detail_window in pvd_windows.c, IFDEF DETAIL
FUNCTION: init_zoom_scale()
    calledBy:
        init_utm_window in pvd_windows.c, (null)
FUNCTION: calc_zoom_scale()
    calledBy:
        handle_quickzoom in handle_input.c, (null)
        handle_previous_view in handle_input.c, (null)
        handle_next_view in handle_input.c, (null)
        handle_repaint in handle_input.c, (null)
        handle_zoom_out in handle_input.c, (null)
        handle_zoom_to_scale in handle_input.c, (null)
        handle_update_display in handle_input.c, (null)
        handle_display_zoom in handle_input.c, (null)
        init_zoom_scale in pvd_windows.c, (null)
FUNCTION: init_icon_scale()
    calledBy:
        init_utm_window in pvd_windows.c, (null)
FUNCTION: show_icon_scale(icon_scale)
    calledBy:
        handle_quickzoom in handle_input.c, (null)
        handle_previous_view in handle_input.c, (null)
        handle_next_view in handle_input.c, (null)
        handle_repaint in handle_input.c, (null)
        handle_zoom_out in handle_input.c, (null)
        handle_zoom_to_scale in handle_input.c, (null)
        handle_update_display in handle_input.c, (null)
        handle_display_zoom in handle_input.c, (null)
        init_icons in icon.c, (null)
        scale_icon in icon.c, (null)
        create_symbolic_icons in icon.c, (null)
FUNCTION: init_exercise()
    calledBy:
        init_utm_window in pvd_windows.c, (null)
FUNCTION: change_exercise()
    calledBy:

          menu_set_exercise in menu_func.c, (null)
          init_exercise in pvd_windows.c, (null)
    FUNCTION: change_intervis_key_text()
      calledBy:
          menu_set_view_height in menu_func.c, (null)
          menu_set_target_height in menu_func.c, (null)
          menu_view_range in menu_func.c, (null)
FILE: pvdrtc.c
    FUNCTION: handle_log_rtc(rtc)
      calledBy:
          Collect_World_State in pvd_misc.c, (null)
    FUNCTION: send_rtc(rtc, length)
      calledBy:
          find_loggers in logger_comm.c, (null)
          connect_to_logger in logger_comm.c, (null)
          disconnect_dl in logger_comm.c, (null)
          play_logger in logger_comm.c, (null)
          record_logger in logger_comm.c, IFDEF NEEDS_WORK
          continue_logger in logger_comm.c, (null)
          logger_freeze in logger_comm.c, (null)
          logger_stop in logger_comm.c, (null)
          logger_speed in logger_comm.c, (null)
          logger_seek in logger_comm.c, (null)
    FUNCTION: receive_rtc(fd, rtc, net_flag)
    FUNCTION: init_pdu(packet, kind, destination)
      calledBy:
          connect_to_logger in logger_comm.c, (null)
          do_avail_request in pvdrtc.c, (null)
          do_connect_request in pvdrtc.c, (null)
          do_disconnect in pvdrtc.c, (null)
          do_start_recording_command in pvdrtc.c, IFDEF NEEDS_WORK
          do_start_playback_command in pvdrtc.c, (null)
          do_continue_command in pvdrtc.c, (null)
          do_suspend_command in pvdrtc.c, (null)
          do_stop_command in pvdrtc.c, (null)
          do_seek_relative_command in pvdrtc.c, (null)
          do_play_speed_command in pvdrtc.c, (null)
          do_status_request in pvdrtc.c, IFDEF NEEDS_WORK
    FUNCTION: avail_reply_handler(inrtc)
    FUNCTION: connect_ack_nak_handler(buf)
    FUNCTION: command_ack_handler(inrtc)
    FUNCTION: information_handler(inrtc)
    FUNCTION: clock_tick_handler(inrtc)
    FUNCTION: status_reply_handler(inrtc)
    FUNCTION: do_avail_request(pdu)
      calledBy:
          find_loggers in logger_comm.c, (null)
    FUNCTION: do_connect_request(pdu, destination)
    FUNCTION: do_disconnect(pdu, destination)
      calledBy:
          disconnect_dl in logger_comm.c, (null)
    FUNCTION: do_start_recording_command(pdu, destination, starttime, is_contig,
          is_looping, is_promiscuous, racal_present, medium, nvolumes, nexercises,
          sizes, exercise_ids, file_nms, projid, comment)

FUNCTION: do_start_playback_command(pdu, destination, is_looping,
        racal_present, medium, nvolumes, size, exerciseid, file_nms, filter_out_stealth)
    calledBy:
        play_logger in logger_comm.c, (null)
FUNCTION: do_continue_command(pdu, destination)
    calledBy:
        continue_logger in logger_comm.c, (null)
FUNCTION: do_suspend_command(pdu, destination)
    calledBy:
        logger_freeze in logger_comm.c, (null)
FUNCTION: do_stop_command(pdu, destination)
    calledBy:
        logger_stop in logger_comm.c, (null)
FUNCTION: do_seek_relative_command(pdu, destination, seconds, rel_curloc)
    calledBy:
        logger_seek in logger_comm.c, (null)
FUNCTION: do_play_speed_command(pdu, destination, factor)
    calledBy:
        logger_speed in logger_comm.c, (null)
FUNCTION: do_status_request(pdu)
FUNCTION: itoa(s, i)
    calledBy:
        datetime_to_strings in pvdrtc.c, IFDEF MOVED_TO_LIB
FUNCTION: datetime_to_strings(timeptr, date_string, time_string)
    calledBy:
        clock_tick_handler in pvdrtc.c, (null)
FUNCTION: offset_datetime(timeptr, seconds)
    calledBy:
        clock_tick_handler in pvdrtc.c, (null)
FILE: reset.c
    FUNCTION: main()
FILE: rgb.c
    FUNCTION: rgb(red, green, blue)
        calledBy:
            make_color_array in icon.c, IFDEF OLD_WAY
            make_color_array in icon.c, (null)
            init_terrain_cmap in init_cmap.c, (null)
            init_terrain_cmap in init_cmap.c, IFDEF AURORA
            init_terrain_cmap in init_cmap.c, IFNDEF AURORA
            mapcolor in init_cmap.c, (null)
            init_graph in init_graph.c, (null)
            thats_all_folks in pvd.c, (null)
            init_info_text_window in pvd_windows.c, (null)
FILE: ruler.c
    FUNCTION: text_ruler(x0, y0, x1, y1)
        calledBy:
            menu_ruler in menu_func.c, (null)
FILE: save_array.c
    FUNCTION: save_array(array, length, file_name)
    FUNCTION: recall_array(array, length, file_name)
FILE: save_screen.c
    FUNCTION: save_screen(x0, y0, x1, y1, plane_mask, file_name)
        calledBy:
            display_top_map in display_top.c, (null)

draw_top_contours in draw_contour.c, (null)
save_zoom in save_zoom.c, (null)
FILE: save_zoom.c
FUNCTION: save_zoom()
calledBy:
menu_save_zoom in menu_func.c, (null)
FUNCTION: recall_zoom()
calledBy:
handle_display_zoom in handle_input.c, (null)
FILE: select.c
FUNCTION: tank_selected(id)
calledBy:
toggle_nearest_tank in select.c, (null)
FUNCTION: toggle_nearest_tank(x, y)
calledBy:
handle_highlight_point in handle_input.c, (null)
FUNCTION: remove_selected_tank(vehicle_index)
calledBy:
toggle_nearest_tank in select.c, (null)
FUNCTION: add_selected_tank(vehicle_index)
calledBy:
toggle_nearest_tank in select.c, (null)
select_vehicle_by_name in select.c, (null)
select_vehicle_by_name in select.c, IFDEF NEEDS_WORK
FUNCTION: my_min(x, y)
calledBy:
vehicle_in_region in select.c, (null)
FUNCTION: my_max(x, y)
calledBy:
vehicle_in_region in select.c, (null)
FUNCTION: vehicle_in_region(x, y, region)
FUNCTION: clear_selected_vehicles()
calledBy:
handle_detail in handle_input.c, (null)
menu_test_flag in menu_func.c, (null)
menu_teleport in menu_func.c, (null)
menu_veh_to_veh in menu_func.c, (null)
menu_clear_tanks in menu_func.c, (null)
do_menu_event in menu_func.c, (null)
menu_event1 in menu_func.c, IFDEF OBSOLETE
menu_event2 in menu_func.c, IFDEF OBSOLETE
menu_event3 in menu_func.c, IFDEF OBSOLETE
menu_event4 in menu_func.c, IFDEF OBSOLETE
menu_event5 in menu_func.c, IFDEF OBSOLETE
menu_event6 in menu_func.c, IFDEF OBSOLETE
menu_event7 in menu_func.c, IFDEF OBSOLETE
menu_event8 in menu_func.c, IFDEF OBSOLETE
menu_detail in menu_func.c, IFDEF NEEDS_WORK
menu_view_ground_vehicles in menu_func.c, (null)
menu_view_platoons in menu_func.c, (null)
menu_view_companies in menu_func.c, (null)
menu_view_battalions in menu_func.c, (null)
menu_view_sorties in menu_func.c, (null)
menu_view_flights in menu_func.c, (null)

        select_vehicle_by_name in select.c, (null)
        select_vehicle_by_name in select.c, IFDEF NEEDS_WORK
   FUNCTION: select_vehicle_by_name()
     calledBy:
        menu_select_vehicle in menu_func.c, (null)
   FUNCTION: check_number(str)
     calledBy:
        select_vehicle_by_name in select.c, IFDEF NEEDS_WORK
   FUNCTION: is_vehicle_id_string(input_string, vehicle_id)
     calledBy:
        select_vehicle_by_name in select.c, (null)
   FUNCTION: vehicle_id_cmp(vehicle_id_1, vehicle_id_2)
     calledBy:
        select_vehicle_by_name in select.c, (null)
FILE: stat_change.c
   FUNCTION: display_status_change(status_change)
     calledBy:
        Collect_World_State in pvd_misc.c, (null)
   FUNCTION: decode_damage_cause(damage)
     calledBy:
        display_status_change in stat_change.c, (null)
   FUNCTION: decode_repair_cause(repair)
     calledBy:
        display_status_change in stat_change.c, (null)
FILE: stripe.c
   FUNCTION: display_stripe(start_x, start_y, box_edge, initial_color, color_increment,
      num_boxes)
     calledBy:
        display_map_key in pvd_windows.c, (null)
FILE: switch_db.c
   FUNCTION: switch_database(entry_num)
     calledBy:
        menu_switch_db1 in menu_func.c, IFNDEF OLD
        menu_switch_db2 in menu_func.c, IFNDEF OLD
        menu_switch_db3 in menu_func.c, IFNDEF OLD
        menu_switch_db4 in menu_func.c, IFNDEF OLD
FILE: symbol.c
   FUNCTION: symbol_init()
     calledBy:
        overlay_init in new_overlay.c, (null)
   FUNCTION: symbol_reset()
     calledBy:
        clear_overlays in new_overlay.c, (null)
   FUNCTION: get_free_symbol()
     calledBy:
        read_symbols in over_files.c, (null)
        draw_lsize in overlineif.c, (null)
        symbol_create in symbolif.c, (null)
        symbol_edit in symbolif.c, (null)
   FUNCTION: insert_symbol(NewSymbol)
     calledBy:
        read_symbols in over_files.c, (null)
        symbol_create in symbolif.c, (null)
   FUNCTION: draw_symbol(Symbol, Window, Planes, Hue)

    calledBy:
        erase_symbol in symbol.c, (null)
        zoom_symbol in symbol.c, (null)
        symbol_create in symbolif.c, (null)
        symbol_edit in symbolif.c, (null)
        symbol_move in symbolif.c, (null)
        symbol_delete in symbolif.c, (null)
        symbol_addtext in symbolif.c, (null)
        color_selected in symbolif.c, (null)
        uncolor_selected in symbolif.c, (null)
        resize_symbol in symbolif.c, (null)
FUNCTION: calc_basic_dim(Symbol)
    calledBy:
        draw_lsize in overlineif.c, (null)
        draw_symbol in symbol.c, (null)
        mouse_to_symbol in symbol.c, (null)
        erase_symbol in symbol.c, (null)
        zoom_symbol in symbol.c, (null)
        symbol_create in symbolif.c, (null)
        symbol_edit in symbolif.c, (null)
        symbol_move in symbolif.c, (null)
        symbol_delete in symbolif.c, (null)
FUNCTION: mouse_to_symbol(MouseX, MouseY)
    calledBy:
        select_symbol in symbolif.c, (null)
FUNCTION: erase_symbol(Planes, ClearHue)
    calledBy:
        erase_overlay in overlayif.c, (null)
        reset_overlay in overlayif.c, (null)
FUNCTION: zoom_symbol(Planes, FriendHue, FoeHue)
    calledBy:
        display_overlays in new_overlay.c, (null)
        zoom_overlay in overlayif.c, (null)
FUNCTION: copy_symbol(FromSymbol, ToSymbol)
    calledBy:
        symbol_edit in symbolif.c, (null)
FILE: symbol_func.c
    FUNCTION: desig_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: desig_action(Region, Symbol)
    FUNCTION: hi_eche_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: hi_eche_action(Region, Symbol)
    FUNCTION: friend_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: friend_action(Region, Symbol)
        calledBy:
            foe_action in symbol_func.c, (null)
            symbol_create in symbolif.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: foe_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: foe_action(Region, Symbol)
        calledBy:
            friend_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: actual_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: actual_action(Region, Symbol)

calledBy:
            proposed_action in symbol_func.c, (null)
            symbol_create in symbolif.c, (null)
FUNCTION: proposed_label(LimitX, StartY, StartX, Tallest)
FUNCTION: proposed_action(Region, Symbol)
    calledBy:
            actual_action in symbol_func.c, (null)
FUNCTION: generic_box(Shape, Symbol)
    calledBy:
            unit_action in symbol_func.c, (null)
            headq_action in symbol_func.c, (null)
            css_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
FUNCTION: unit_label(LimitX, StartY, StartX, Tallest)
FUNCTION: unit_action(Region, Symbol)
    calledBy:
            symbol_create in symbolif.c, (null)
FUNCTION: headq_label(LimitX, StartY, StartX, Tallest)
FUNCTION: headq_action(Region, Symbol)
FUNCTION: css_label(LimitX, StartY, StartX, Tallest)
FUNCTION: css_action(Region, Symbol)
FUNCTION: generic_size(Size, Symbol)
    calledBy:
            squad_action in symbol_func.c, (null)
            section_action in symbol_func.c, (null)
            platoon_action in symbol_func.c, (null)
            troop_action in symbol_func.c, (null)
            battalion_action in symbol_func.c, (null)
            group_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
FUNCTION: squad_label(LimitX, StartY, StartX, Tallest)
FUNCTION: squad_action(Region, Symbol)
FUNCTION: section_label(LimitX, StartY, StartX, Tallest)
FUNCTION: section_action(Region, Symbol)
FUNCTION: platoon_label(LimitX, StartY, StartX, Tallest)
FUNCTION: platoon_action(Region, Symbol)
    calledBy:
            symbol_create in symbolif.c, (null)
FUNCTION: troop_label(LimitX, StartY, StartX, Tallest)
FUNCTION: troop_action(Region, Symbol)
FUNCTION: battalion_label(LimitX, StartY, StartX, Tallest)
FUNCTION: battalion_action(Region, Symbol)
FUNCTION: group_label(LimitX, StartY, StartX, Tallest)
FUNCTION: group_action(Region, Symbol)
FUNCTION: generic_branch(Branch, Symbol)
    calledBy:
            air_def_art_action in symbol_func.c, (null)
            armor_action in symbol_func.c, (null)
            nbc_action in symbol_func.c, (null)
            cavalry_action in symbol_func.c, (null)
            field_art_action in symbol_func.c, (null)
            infantry_action in symbol_func.c, (null)
            medical_action in symbol_func.c, (null)
            airborne_action in symbol_func.c, (null)

            antitank_action in symbol_func.c, (null)
            army_avi_action in symbol_func.c, (null)
            repair_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: air_def_art_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: air_def_art_action(Region, Symbol)
    FUNCTION: armor_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: armor_action(Region, Symbol)
    FUNCTION: nbc_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: nbc_action(Region, Symbol)
    FUNCTION: cavalry_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: cavalry_action(Region, Symbol)
    FUNCTION: field_art_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: field_art_action(Region, Symbol)
    FUNCTION: infantry_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: infantry_action(Region, Symbol)
    FUNCTION: medical_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: medical_action(Region, Symbol)
    FUNCTION: airborne_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: airborne_action(Region, Symbol)
    FUNCTION: antitank_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: antitank_action(Region, Symbol)
    FUNCTION: army_avi_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: army_avi_action(Region, Symbol)
    FUNCTION: repair_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: repair_action(Region, Symbol)
    FUNCTION: generic_supply(Supply, Symbol)
        calledBy:
            ammo_art_action in symbol_func.c, (null)
            ammo_rock_action in symbol_func.c, (null)
            ammo_small_action in symbol_func.c, (null)
            ammo_specl_action in symbol_func.c, (null)
            ammo_conv_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: ammo_all_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: ammo_all_action(Region, Symbol)
    FUNCTION: ammo_art_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: ammo_art_action(Region, Symbol)
        calledBy:
            ammo_all_action in symbol_func.c, (null)
    FUNCTION: ammo_rock_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: ammo_rock_action(Region, Symbol)
        calledBy:
            ammo_all_action in symbol_func.c, (null)
    FUNCTION: ammo_small_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: ammo_small_action(Region, Symbol)
        calledBy:
            ammo_all_action in symbol_func.c, (null)
    FUNCTION: ammo_specl_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: ammo_specl_action(Region, Symbol)
        calledBy:
            ammo_all_action in symbol_func.c, (null)
    FUNCTION: ammo_conv_label(LimitX, StartY, StartX, Tallest)
    FUNCTION: ammo_conv_action(Region, Symbol)

            calledBy:
                 ammo_all_action in symbol_func.c, (null)
FUNCTION: generic_weapon(Weapon, Symbol)
        calledBy:
                 weap_auto_action in symbol_func.c, (null)
                 weap_mortar_action in symbol_func.c, (null)
                 weap_airdef_action in symbol_func.c, (null)
                 weap_antit_action in symbol_func.c, (null)
                 weap_gun_action in symbol_func.c, (null)
                 weap_howit_action in symbol_func.c, (null)
                 weap_antig_action in symbol_func.c, (null)
                 weap_recoil_action in symbol_func.c, (null)
                 weap_airgun_action in symbol_func.c, (null)
                 weap_miss_action in symbol_func.c, (null)
                 weap_airmiss_action in symbol_func.c, (null)
                 weap_antmiss_action in symbol_func.c, (null)
                 armor_tank_action in symbol_func.c, (null)
                 show_symbol in symbolif.c, (null)
FUNCTION: weap_auto_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_auto_action(Region, Symbol)
FUNCTION: weap_mortar_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_mortar_action(Region, Symbol)
FUNCTION: weap_airdef_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_airdef_action(Region, Symbol)
FUNCTION: weap_antit_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_antit_action(Region, Symbol)
FUNCTION: weap_gun_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_gun_action(Region, Symbol)
FUNCTION: weap_howit_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_howit_action(Region, Symbol)
FUNCTION: weap_antig_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_antig_action(Region, Symbol)
FUNCTION: weap_recoil_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_recoil_action(Region, Symbol)
FUNCTION: weap_airgun_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_airgun_action(Region, Symbol)
FUNCTION: weap_miss_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_miss_action(Region, Symbol)
FUNCTION: weap_airmiss_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_airmiss_action(Region, Symbol)
FUNCTION: weap_antmiss_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_antmiss_action(Region, Symbol)
FUNCTION: armor_tank_label(LimitX, StartY, StartX, Tallest)
FUNCTION: armor_tank_action(Region, Symbol)
FUNCTION: generic_weapsize(Size, Symbol)
        calledBy:
                 weap_med_action in symbol_func.c, (null)
                 weap_heavy_action in symbol_func.c, (null)
FUNCTION: weap_light_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_light_action(Region, Symbol)
FUNCTION: weap_med_label(LimitX, StartY, StartX, Tallest)
FUNCTION: weap_med_action(Region, Symbol)
        calledBy:
                 weap_light_action in symbol_func.c, (null)

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        FUNCTION: weap_heavy_label(LimitX, StartY, StartX, Tallest)
        FUNCTION: weap_heavy_action(Region, Symbol)
           calledBy:
               weap_light_action in symbol_func.c, (null)
        FUNCTION: done_create_label(LimitX, StartY, StartX, Tallest)
        FUNCTION: done_create_action(Region, Symbol)
        FUNCTION: next_create_label(LimitX, StartY, StartX, Tallest)
        FUNCTION: next_create_action(Region, Symbol)
        FUNCTION: prev_create_label(LimitX, StartY, StartX, Tallest)
        FUNCTION: prev_create_action(Region, Symbol)
FILE: symbolif.c
        FUNCTION: symbol_create()
           calledBy:
               menu_symbol_create in menu_func.c, (null)
        FUNCTION: draw_create_window()
           calledBy:
               symbol_create in symbolif.c, (null)
               symbol_edit in symbolif.c, (null)
        FUNCTION: sym_reg_def(PopWindow)
           calledBy:
               draw_create_window in symbolif.c, (null)
        FUNCTION: del_create_window()
        FUNCTION: select_symbol()
           calledBy:
               select_overobj in overlayif.c, (null)
        FUNCTION: symbol_edit()
           calledBy:
               menu_symbol_edit in menu_func.c, (null)
        FUNCTION: symbol_move()
           calledBy:
               move_overobj in overlayif.c, (null)
        FUNCTION: symbol_delete()
           calledBy:
               delete_overobj in overlayif.c, (null)
        FUNCTION: show_symbol(Symbol)
           calledBy:
               symbol_edit in symbolif.c, (null)
        FUNCTION: symbol_addtext()
           calledBy:
               addtext_overobj in overlayif.c, (null)
        FUNCTION: color_selected(Symbol)
           calledBy:
               select_symbol in symbolif.c, (null)
        FUNCTION: uncolor_selected(Symbol)
           calledBy:
               select_overobj in overlayif.c, (null)
               select_symbol in symbolif.c, (null)
               symbol_edit in symbolif.c, (null)
               symbol_move in symbolif.c, (null)
               symbol_delete in symbolif.c, (null)
               symbol_addtext in symbolif.c, (null)
               resize_symbol in symbolif.c, (null)
        FUNCTION: symbol_reduce()
           calledBy:
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              reduce_overobj in overlayif.c, (null)
    FUNCTION: resize_symbol(Flag)
        calledBy:
            symbol_reduce in symbolif.c, (null)
FILE: symdraw.c
    FUNCTION: draw_box(Symbol)
        calledBy:
            draw_symbol in symbol.c, (null)
            actual_action in symbol_func.c, (null)
            proposed_action in symbol_func.c, (null)
            generic_box in symbol_func.c, (null)
            unit_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: draw_size(Symbol)
        calledBy:
            draw_lsize in overlineif.c, (null)
            draw_symbol in symbol.c, (null)
            generic_size in symbol_func.c, (null)
            platoon_action in symbol_func.c, (null)
    FUNCTION: draw_branch(Symbol)
        calledBy:
            draw_symbol in symbol.c, (null)
            generic_branch in symbol_func.c, (null)
    FUNCTION: draw_hi_eche(Symbol)
        calledBy:
            draw_symbol in symbol.c, (null)
            hi_eche_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: draw_designation(Symbol)
        calledBy:
            draw_symbol in symbol.c, (null)
            desig_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: draw_symtext(Symbol, Planes, Hue)
        calledBy:
            draw_symbol in symbol.c, (null)
    FUNCTION: draw_proposed(Symbol)
        calledBy:
            draw_symbol in symbol.c, (null)
            actual_action in symbol_func.c, (null)
            proposed_action in symbol_func.c, (null)
            show_symbol in symbolif.c, (null)
    FUNCTION: draw_supply(Symbol)
        calledBy:
            draw_symbol in symbol.c, (null)
            generic_supply in symbol_func.c, (null)
            ammo_all_action in symbol_func.c, (null)
    FUNCTION: draw_weapon(Symbol)
        calledBy:
            draw_symbol in symbol.c, (null)
            generic_weapon in symbol_func.c, (null)
            generic_weapsize in symbol_func.c, (null)
            weap_light_action in symbol_func.c, (null)
    FUNCTION: draw_weapsize(Symbol)

FUNCTION: draw_unit(Symbol)
    calledBy:
        draw_box in symdraw.c, (null)
FUNCTION: add_headq(Symbol)
    calledBy:
        draw_box in symdraw.c, (null)
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        draw_size in symdraw.c, (null)
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        draw_size in symdraw.c, (null)
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FUNCTION: draw_armor(Symbol)
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FUNCTION: draw_nbc(Symbol)
    calledBy:
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    calledBy:
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    calledBy:
        draw_branch in symdraw.c, (null)
FUNCTION: draw_medical(Symbol)
    calledBy:
        draw_branch in symdraw.c, (null)
FUNCTION: draw_airborne(Symbol)
    calledBy:
        draw_branch in symdraw.c, (null)
FUNCTION: draw_antitank(Symbol)
    calledBy:

        draw_branch in symdraw.c, (null)
FUNCTION: draw_aviation(Symbol)
    calledBy:
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    calledBy:
        draw_branch in symdraw.c, (null)
FUNCTION: draw_ammo(Symbol)
    calledBy:
        draw_supply in symdraw.c, (null)
FUNCTION: add_ammo_art(Symbol)
    calledBy:
        draw_supply in symdraw.c, (null)
FUNCTION: add_ammo_rock(Symbol)
    calledBy:
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FUNCTION: add_ammo_small(Symbol)
    calledBy:
        draw_supply in symdraw.c, (null)
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    calledBy:
        draw_supply in symdraw.c, (null)
FUNCTION: add_ammo_conv(Symbol)
    calledBy:
        draw_supply in symdraw.c, (null)
FUNCTION: draw_weap_auto(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: add_high_trayec(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: add_airdef(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: add_flat_trayec(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: add_launcher(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: draw_weap_gun(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: draw_weap_miss(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: draw_armor_tank(Symbol)
    calledBy:
        draw_weapon in symdraw.c, (null)
FUNCTION: draw_weap_med(Symbol)
    calledBy:
        draw_weapsize in symdraw.c, (null)
FUNCTION: draw_weap_heavy(Symbol)
    calledBy:

                    draw_weapsize in symdraw.c, (null)
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    FUNCTION: set_text_window(t_window)
        calledBy:
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            do_impact in dir_fire.c, (null)
            direct_fire_hit in dir_fire.c, IFDEF OBSOLETE
            direct_fire_miss in dir_fire.c, IFDEF OBSOLETE
            report_effect_to_screen in effects.c, IFDEF CATC
            report_ifire_to_screen in indir_fire.c, (null)
            pr_ifire_map_coords in indir_fire.c, (null)
            draw_bursts in indir_fire.c, (null)
            display_lase in lase.c, (null)
            find_loggers in logger_comm.c, (null)
            display_event_flag in pvd_misc.c, (null)
            init_info_text_window in pvd_windows.c, (null)
            display_status_change in stat_change.c, (null)
    FUNCTION: logging_on()
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            menu_logging_on in menu_func.c, (null)
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        calledBy:
            menu_logging_off in menu_func.c, (null)
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    FUNCTION: Process_Table(time)
    FUNCTION: set_time_out_msec(milli_sec)
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            init_environment in init_env.c, (null)
    FUNCTION: purge_vehicle(vehicle_id)
        calledBy:
            purge_expired_vehicles in purge.c, (null)
            Collect_World_State in pvd_misc.c, (null)
            Process_Table in table.c, IFDEF OBSOLETE
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    FUNCTION: tell_all()
    FUNCTION: tell_real()
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    FUNCTION: tell_mouse()
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    FUNCTION: handle_terrain_protocol(terrain_pdu)
        calledBy:
            Collect_World_State in pvd_misc.c, (null)
    FUNCTION: handle_elevation_request(request)
        calledBy:
            handle_terrain_protocol in terrain_pro.c, (null)
    FUNCTION: close_c_sect_server(output_file)
        calledBy:
            thats_all_folks in pvd.c, (null)
FILE: text.c
    FUNCTION: Text_Display(world_state)
        calledBy:
            Update_Text_Display in pvd_misc.c, (null)
    FUNCTION: clear_screen()

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        calledBy:
            thats_all_folks in pvd.c, (null)
            init_ascii in pvd_misc.c, (null)
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        calledBy:
            init_ascii in pvd_misc.c, (null)
FUNCTION: move_cursor_to(line, column)
        calledBy:
            main in pvd.c, (null)
            Text_Display in text.c, (null)
            delete_text_tank in text.c, (null)
            display_page_num in text.c, (null)
FUNCTION: prepare_line(line_number)
        calledBy:
            Text_Display in text.c, (null)
            print_header in text.c, (null)
FUNCTION: print_header(line_num)
        calledBy:
            Text_Display in text.c, (null)
FUNCTION: print_vehicle(appearancePDU, statusPDU)
        calledBy:
            Text_Display in text.c, (null)
FUNCTION: get_1_char_role(a_packet)
        calledBy:
            print_vehicle in text.c, IFDEF NEEDS_WORK
FUNCTION: get_4_char_type(a_packet)
        calledBy:
            print_vehicle in text.c, IFDEF NEEDS_WORK
FUNCTION: kph(vel_array)
        calledBy:
            update_detail_window in dyn_detail.c, IFDEF NEEDS_WORK
            get_velocity in text.c, (null)
FUNCTION: display_int_at(row, col, format, value)
FUNCTION: delete_text_tank(index)
        calledBy:
            purge_expired_tanks in purge.c, IFDEF OBSOLETE
            purge_vehicle in purge.c, (null)
            purge_vehicle in table.c, IFDEF OBSOLETE
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            Text_Display in text.c, (null)
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            print_vehicle in text.c, (null)
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            calledBy:
                print_vehicle in text.c, (null)
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    FUNCTION: init_track()
        calledBy:
            menu_track in menu_func.c, (null)
    FUNCTION: set_track_box_size(edge_length)
    FUNCTION: update_tracked_vehicle()
        calledBy:
            Update_Graphics_Display in graph.c, (null)
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    FUNCTION: type_to_device(echo_string, device)
FILE: u_flags.c
    FUNCTION: process_unix_flags(argc, argv, unix_flags)
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            main in pvd.c, (null)
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    FUNCTION: shade_desired()
        calledBy:
            display_top_map in display_top.c, (null)
            unified_paint_square_region in new_zoom.c, (null)
            paint_square_region in new_zoom.c, (null)
    FUNCTION: toggle_shade()
        calledBy:
            init_graph in init_graph.c, (null)
            menu_toggle_shade in menu_func.c, (null)
    FUNCTION: silent_shade_off()
        calledBy:
            create_file in finite_zoom.c, IFDEF MAKE_BMS_MAP
            paint_square_region in new_zoom.c, (null)
    FUNCTION: silent_shade_on()
        calledBy:
            paint_square_region in new_zoom.c, (null)
FILE: vehicle_to_v.c
    FUNCTION: do_vehicle_to_vehicle(selected_vehicles)
        calledBy:
            menu_veh_to_veh in menu_func.c, (null)
    FUNCTION: update_vehicle_to_vehicle(current_time)
        calledBy:
            Update_Graphics_Display in graph.c, (null)
    FUNCTION: erase_rays(orgin, num_rays, ends)
        calledBy:
            remap_tagged_tanks in purge.c, (null)
            do_vehicle_to_vehicle in vehicle_to_v.c, (null)
            update_vehicle_to_vehicle in vehicle_to_v.c, (null)
            clear_all_veh_to_veh in vehicle_to_v.c, (null)
    FUNCTION: set_tags(new_tags)
        calledBy:
            remap_tagged_tanks in purge.c, (null)
    FUNCTION: clear_all_veh_to_veh()
        calledBy:
            menu_intervis_clear in menu_func.c, (null)
    FUNCTION: encode_force(force)
        calledBy:
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             menu_pt_to_veh in menu_func.c, (null)
             do_vehicle_to_vehicle in vehicle_to_v.c, (null)
             update_vehicle_to_vehicle in vehicle_to_v.c, (null)
      FUNCTION: view_all_align()
         calledBy:
             menu_toggle_intervis_align in menu_func.c, (null)
             menu_set_all_align in menu_func.c, (null)
      FUNCTION: view_opposing_align()
         calledBy:
             menu_toggle_intervis_align in menu_func.c, (null)
             menu_set_opposing_align in menu_func.c, (null)
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      FUNCTION: init_virtual_net()
         calledBy:
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      FUNCTION: get_next_packet(buf_ptr, length, group, protocol, originator)
         calledBy:
             main in pvd.c, (null)
             handle_alarm in pvd.c, IFDEF NOT_CALLED
             handle_alarm in pvd.c, (null)
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             get_next_packet in virtual_net.c, IFDEF OLD
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      FUNCTION: write_string(window, planes, hue, string, x, y, clear, font)
         calledBy:
             erase_target in catc.c, IFDEF OLD
             drop_target in catc.c, (null)
             draw_triangle in catc.c, (null)
             xy_loc_and_az in features.c, (null)
             utm_loc_and_az in features.c, (null)
             draw_horiz_grid_lines in grid.c, (null)
             draw_vert_grid_lines in grid.c, (null)
             plot_box in plot_box.c, (null)
             get_coord in pvd_iface.c, (null)
             xy_get_coord in pvd_iface.c, (null)
             current_loc in pvd_iface.c, (null)
             xy_current_loc in pvd_iface.c, (null)
             init_info_window in pvd_windows.c, (null)
             init_event_window in pvd_windows.c, (null)
             display_logo in pvd_windows.c, IFDEF LOGO
             init_time_window in pvd_windows.c, (null)
             display_map_key_text in pvd_windows.c, (null)
             default_mouse_help in pvd_windows.c, (null)
             freedraw_mouse_help in pvd_windows.c, (null)
             resize_mouse_help in pvd_windows.c, (null)
             move_mouse_help in pvd_windows.c, (null)
             abort_mouse_help in pvd_windows.c, (null)
             catc_place_tgt_mvr_mouse_help in pvd_windows.c, (null)
             catc_place_tgt_mouse_help in pvd_windows.c, (null)
             catc_move_tgt_pickup_mouse_help in pvd_windows.c, (null)
             catc_move_tgt_place_mouse_help in pvd_windows.c, (null)
             catc_remove_tgt_mouse_help in pvd_windows.c, (null)
             display_intervis_key_text in pvd_windows.c, (null)
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                 init_utm_window in pvd_windows.c, (null)
                 init_detail_window in pvd_windows.c, IFDEF DETAIL
                 display_time in pvd_windows.c, IFDEF DISPLAY_TIME
                 init_zone_window in pvd_windows.c, (null)
                 init_zoom_scale in pvd_windows.c, (null)
                 calc_zoom_scale in pvd_windows.c, (null)
                 init_icon_scale in pvd_windows.c, (null)
                 show_icon_scale in pvd_windows.c, (null)
                 init_exercise in pvd_windows.c, (null)
                 change_exercise in pvd_windows.c, (null)
                 draw_zone in zone.c, (null)

FILE: zone.c
     FUNCTION: draw_zone()
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